

DESIGN
BIBLE

TM

WALK

NAUGHTY DOG

FOREWORD

Back in the day, when we were young, but our ideas were big, Naughty Dog was preparing for its sophomore gallop with the PlayStation®2. Ready to crash into something new, the horizon was clear and the road open, we were prepared.

Yeeyow! Bring it on!

The following notebook pages were taken from our project binders. Each was assembled by hand (mainly by Ammie Puckett) and provided to each member of the team. They were coveted by many, but lost by a few. I am fortunate to have a complete copy of every project that started with the word Jak. Well except maybe that one...

They brought unity in a time of unrivaled imagination. From the characters that were animated, to the colorful, vast landscapes that were built meticulously, these pages found a way to guide the many talents at the studio. Programming wizards were tasked to build a system with one GOAL in mind: to create the world of Jak and Daxter™. An understanding formed between all the various departments that go into game making. It created dialogue and helped shape the open forum we still have here today at Naughty Dog. Everyone knew what a precursor orb was; there was never a question about that.

Design began to display itself in forms of move sets and hand drawn paper maps, which in turn guided the narrative adventure we were creating. We referenced them daily. Style guides, inspiration, character data were all at our finger tips. Meetings were held with a binder in hand; it was easy to pass around and create discussion while we looked at the vast amount of reference we view at Naughty Dog.

Moving from the PlayStation® to PlayStation®2 hardware was a challenging task in itself, let alone creating an experience that we desired to share with the world. We also had new bosses after joining Sony Computer Entertainment America LLC (now Sony Interactive Entertainment LLC). Internally, we knew we could handle these challenges, but we needed a clear way to share our vision. The pages contained in these binders helped us convey to others what we were crafting. Marketing understood our characters and world with ease, paving the way for complete support from Sony Interactive Entertainment LLC on this and subsequent franchises.

We were able to produce four amazing titles that were a blast to work on, which also helped launch the way for the Uncharted™ series, The Last of Us™, and whatever lies ahead.

In short, I hope you enjoy the binder pages you are about to see, knowing that they were viewed by many who were pivotal in creating the world of Jak and Daxter™ as well as laying the groundwork for our future projects.

The love of our fans and the overwhelming response to the re-release has been astonishing and gratifying!

Jak and Daxter™ friends forever!

-Reuben Shah
Artist at Naughty Dog



ORIGINAL PRODUCTION BINDER

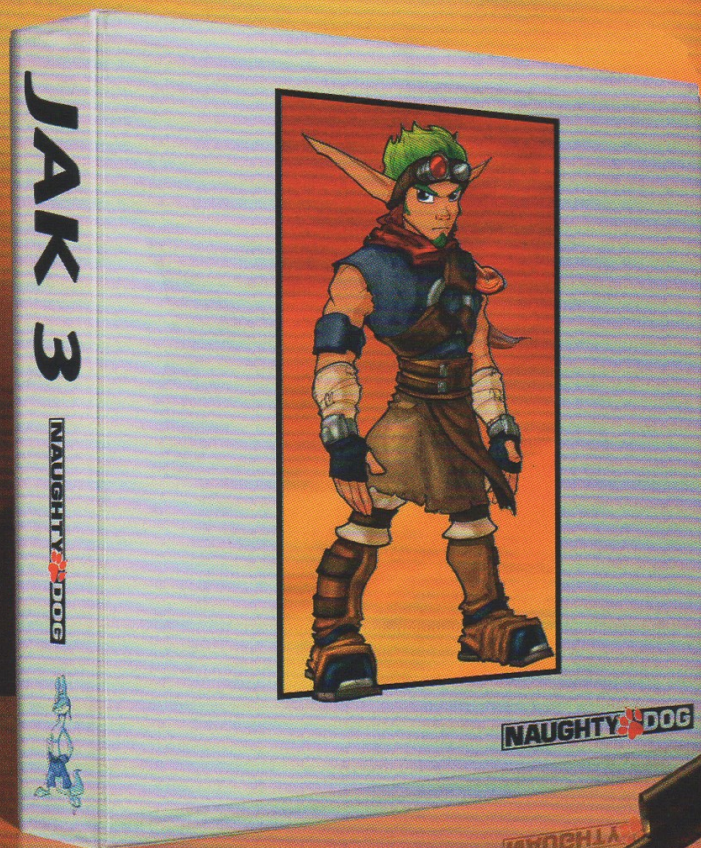


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1 JAK & DAXTER



JAK III Development







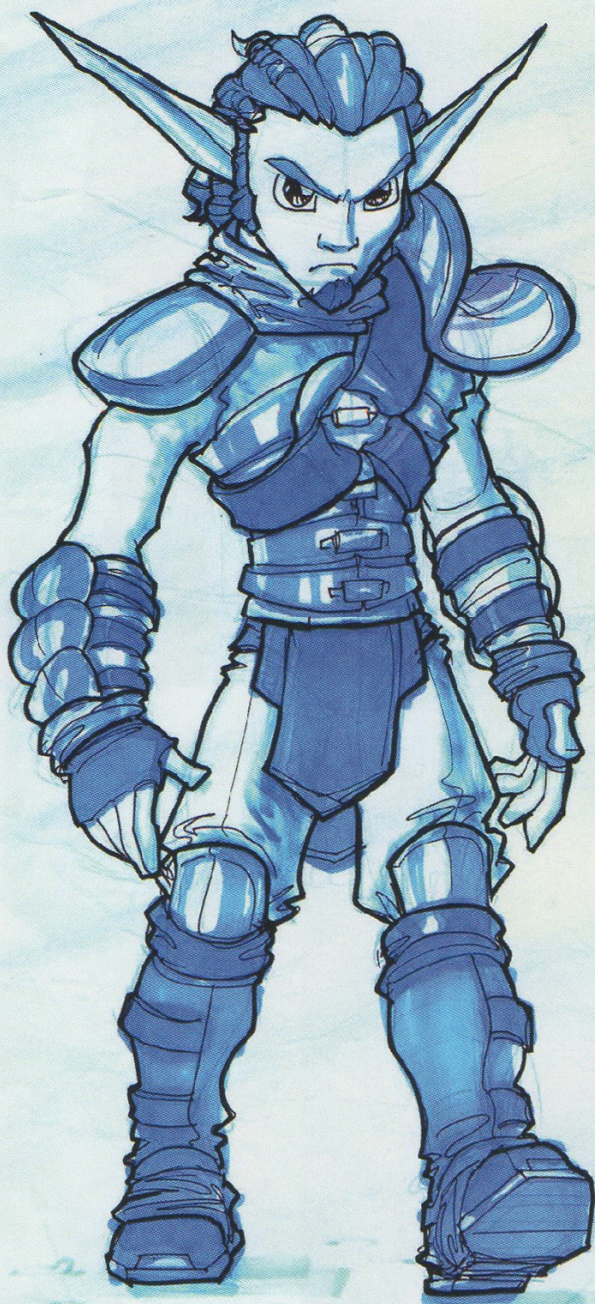
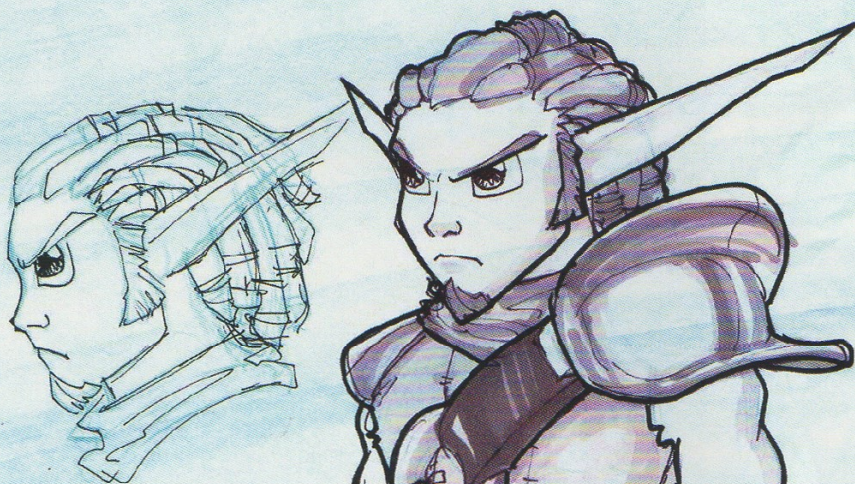
JAK III
12 9.03
Raf





JAK III

Development

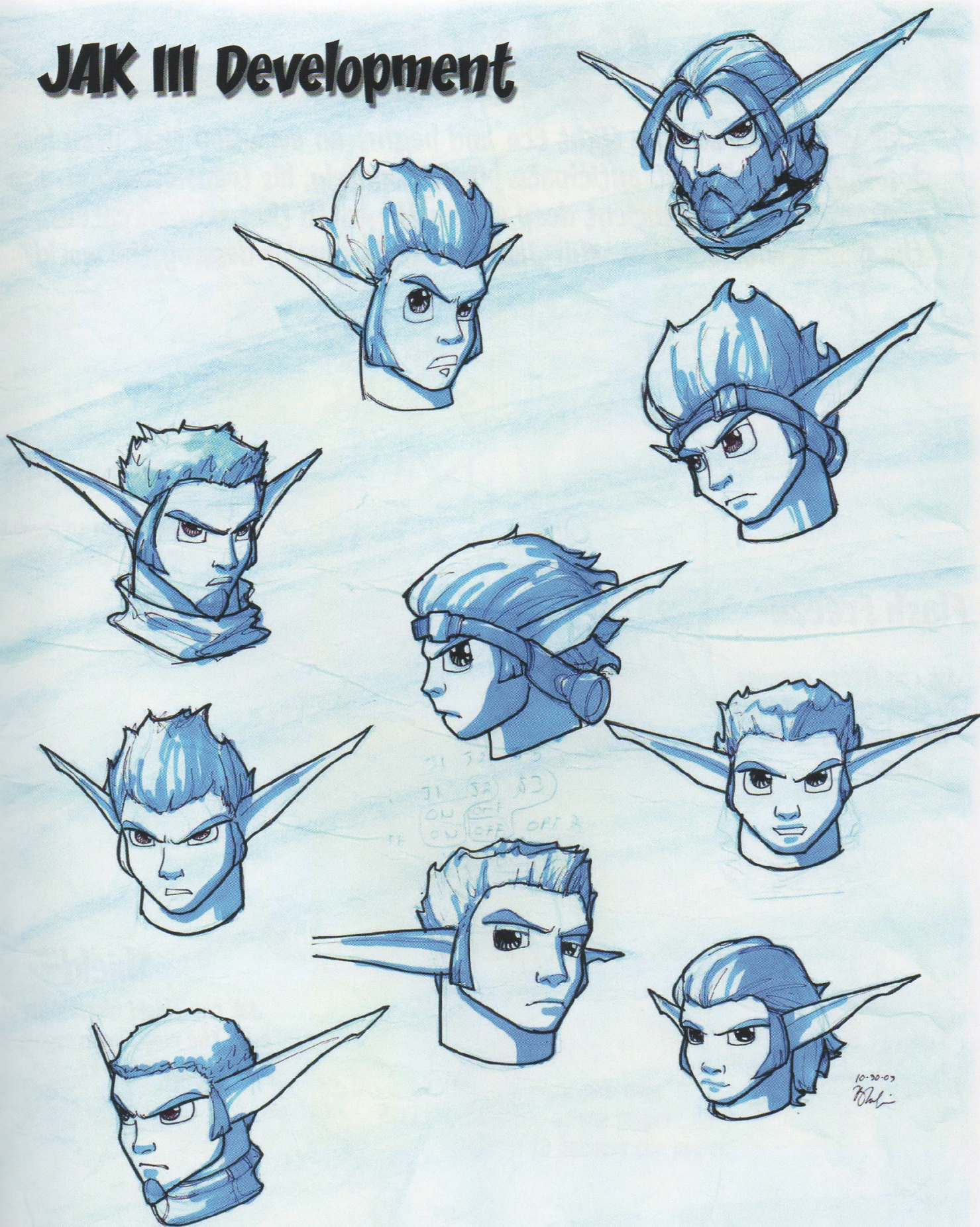


12.4.03
Wah



12.3.03
Wah

JAK III Development

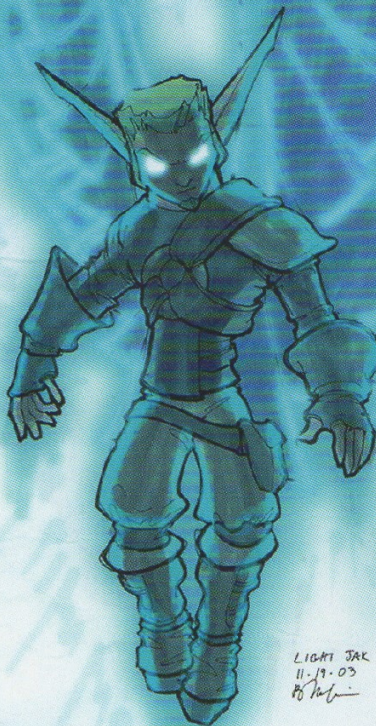


Light Jak

Jak is exposed to pure *Light Eco* and begins an evolution that even his closest friends did not anticipate. Unfortunately, his transformation also awakens something ancient deep within the earth that now threatens the planet with oblivion. Will Jak's new form save or destroy the world?

Flash Freeze-

Jak can freeze enemies in their tracks, making them helpless to his attacks.



Shield-

Jak can shield himself from even the most aggressive barrage attacks.

Light Jak



Regeneration-

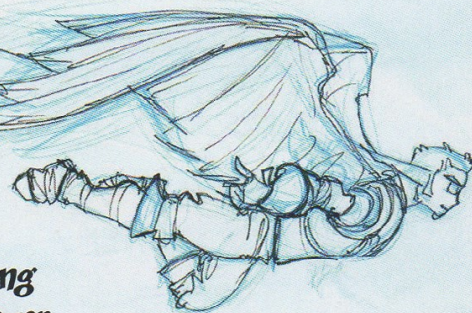
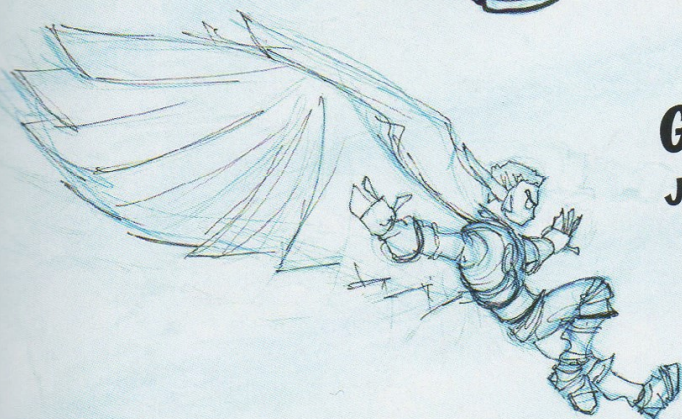
Jak gains back hitpoints
when most needed.



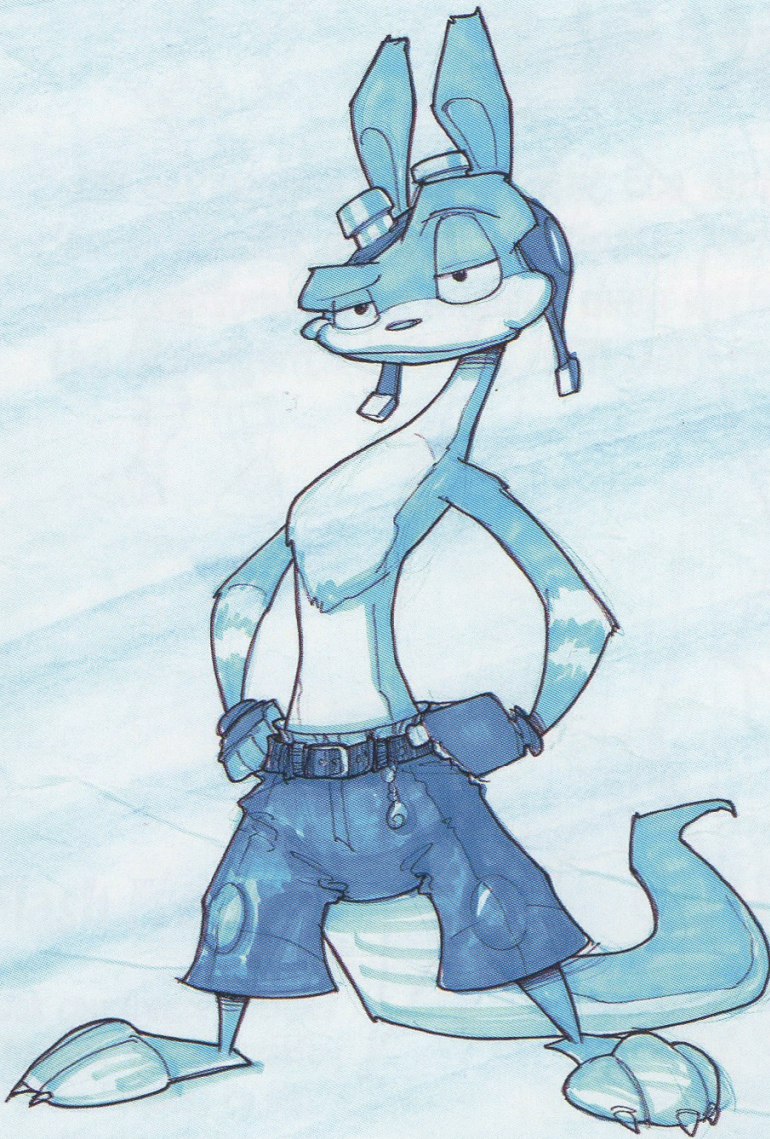
LIGHT JAK
11.9.03
Rolo

Glide-

Jak can glide over long
distances as the player
learns to harness the power.



DAXTER



6-18-04
Blaf-i



6-18-04
Blaf-i
Rante!

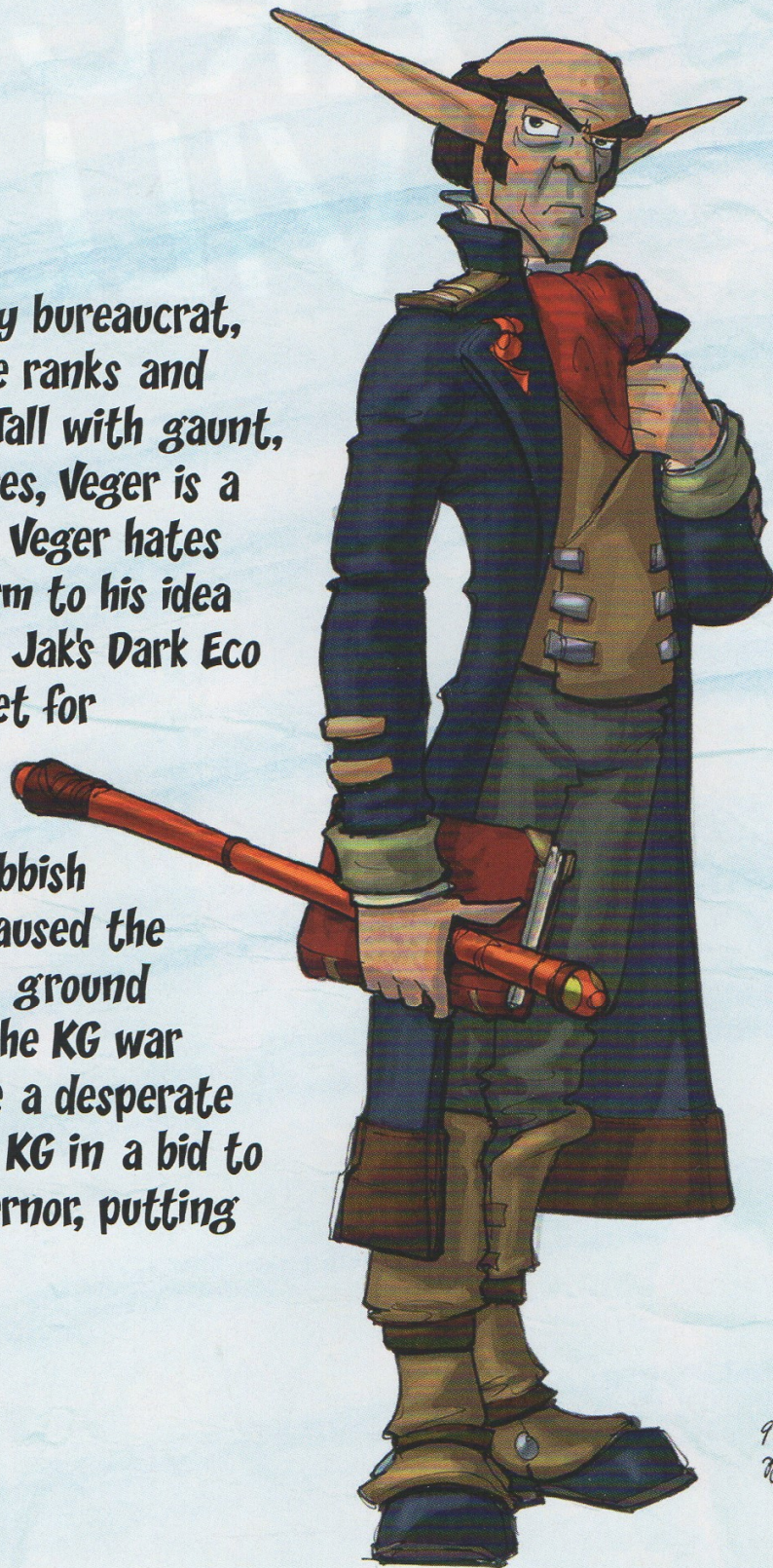
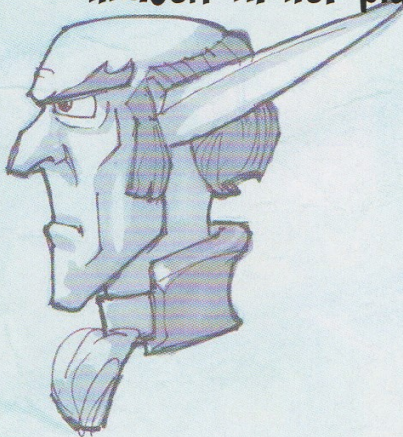
2 ARCH VILLAINS



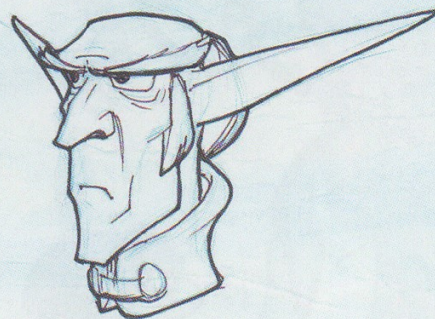
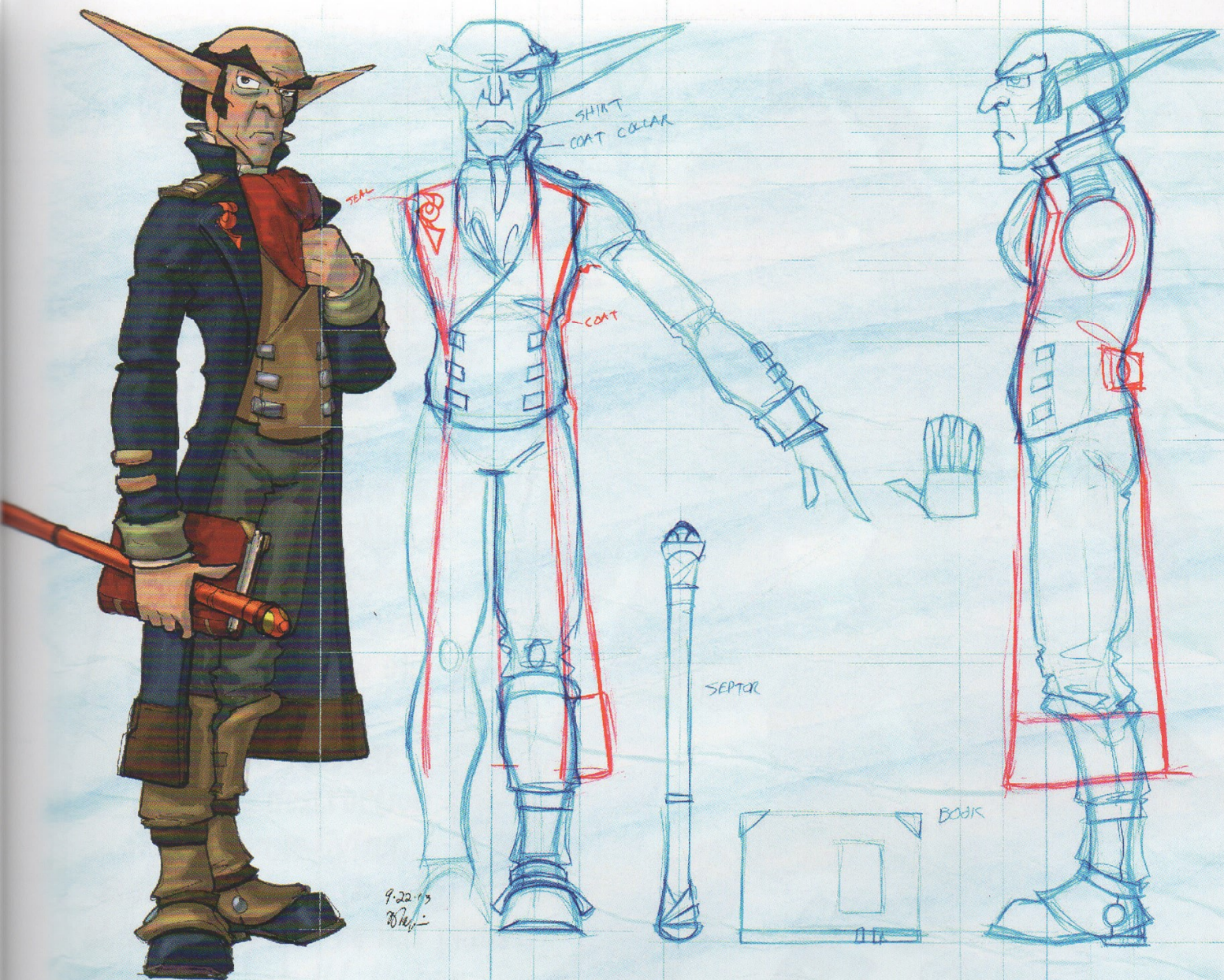


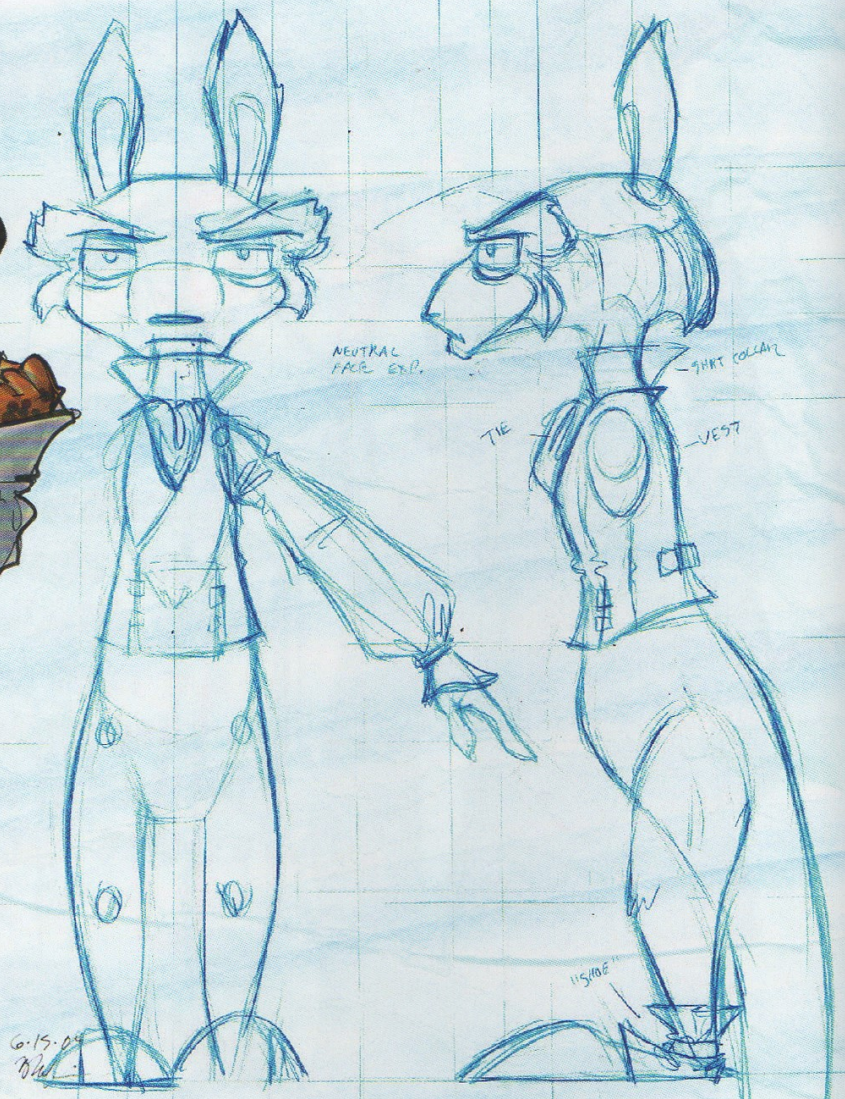
Count Veger

A silver tongued, power hungry bureaucrat, Veger has risen up through the ranks and now heads the High Council. Tall with gaunt, almost emaciated, sharp features, Veger is a suspicious and unhappy man. Veger hates all things that do not conform to his idea of how the universe should be. Jak's Dark Eco side makes Jak a perfect target for Veger's hatred, and Veger rallies the people to banish Jak from the city. Veger's snobbish "by the book" mentality has caused the Free Section of the City to lose ground against the Metal Heads and the KG war machine. Veger will soon make a desperate move to ally himself with the KG in a bid to remove Ashelin as City Governor, putting himself in her place.

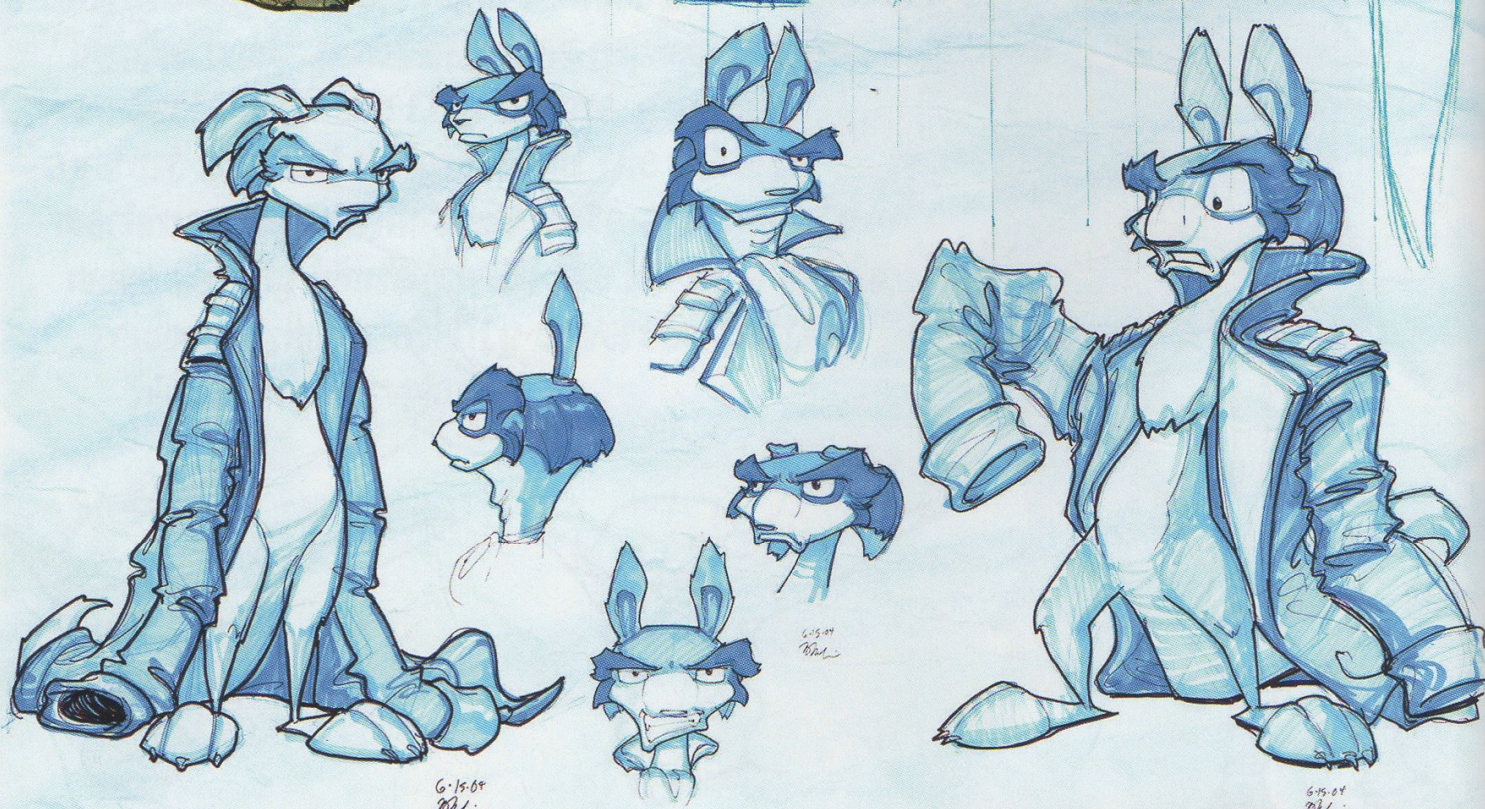


9.22.03
WJ





6-15-04
Bak



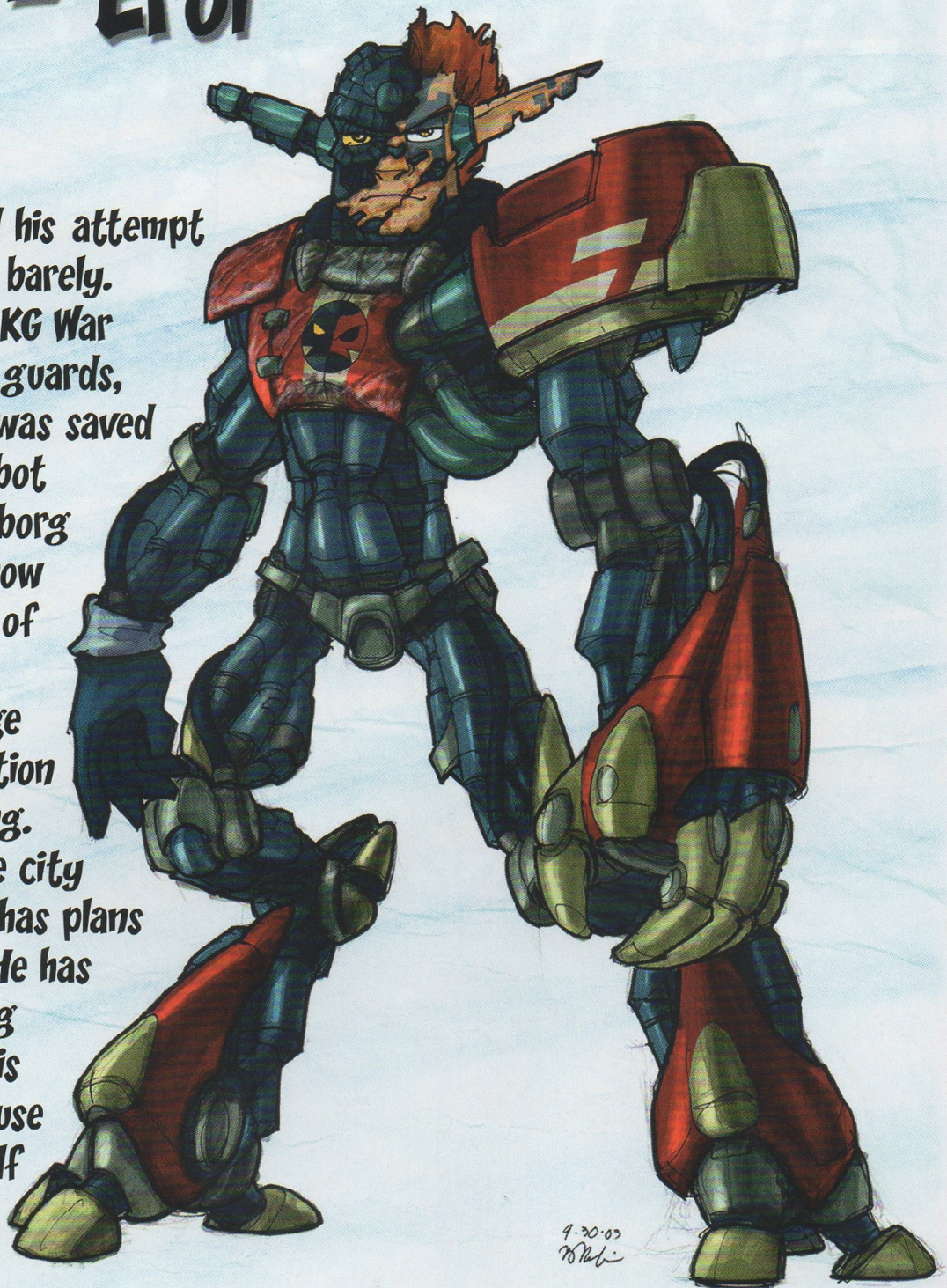
6-15-04
Bak

6-15-04
Bak

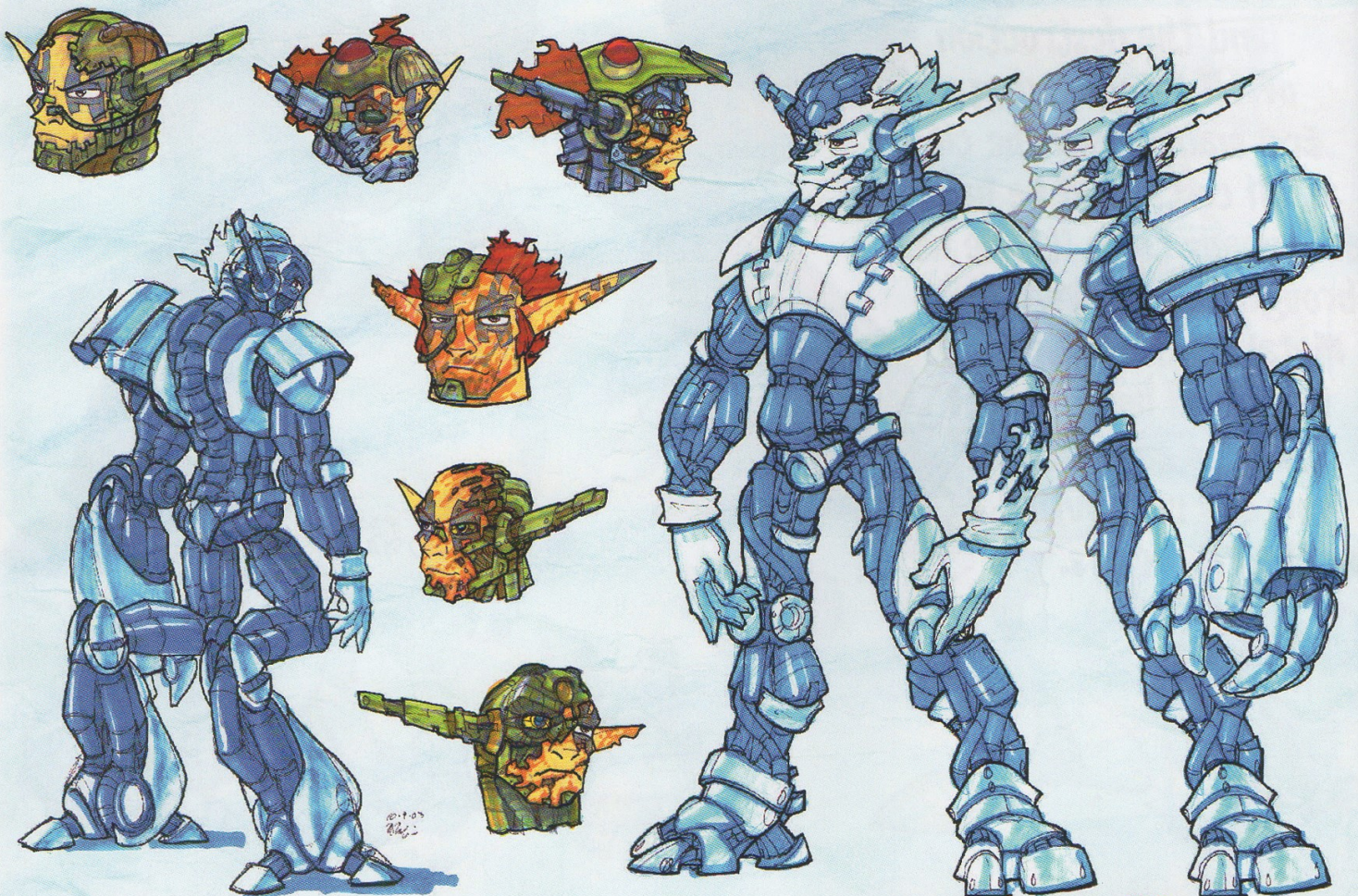
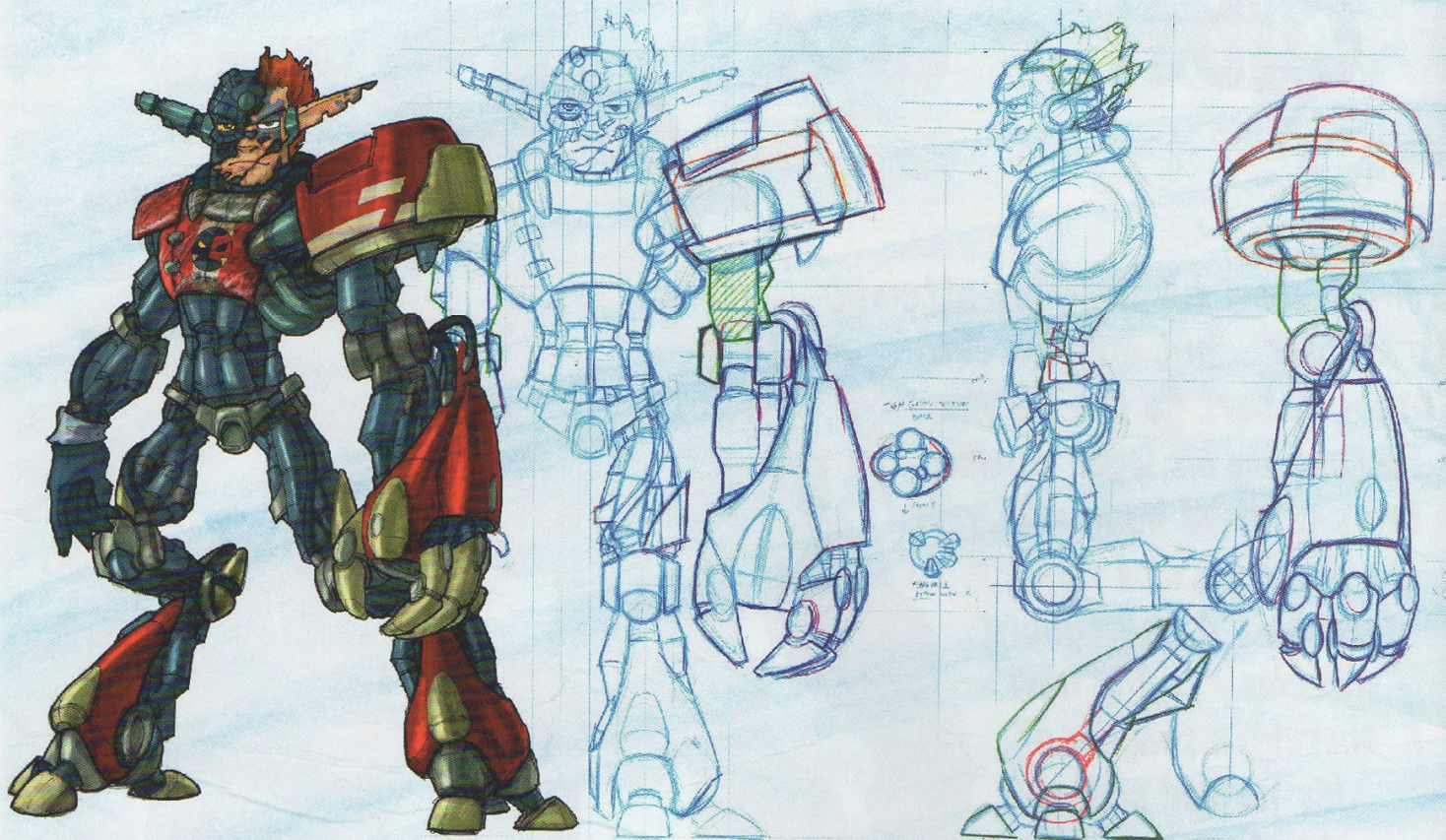
6-15-04
Bak

Cyber - Erol

Erol somehow survived his attempt to kill Jak... but only barely. Brought back to the KG War Factory by his loyal guards, Erol's crushed body was saved by using various robot mechanical and cyborg systems. Erol is now merely a shadow of his former self, bent on revenge and the destruction of all things living. Erol wants back the city at all costs, and he has plans and means to do it! He has brought the surviving Metal Heads under his wing and hopes to use them to save himself from the retribution by the Precursors.



9-20-03
N.D.



3 SUPPORTING CAST



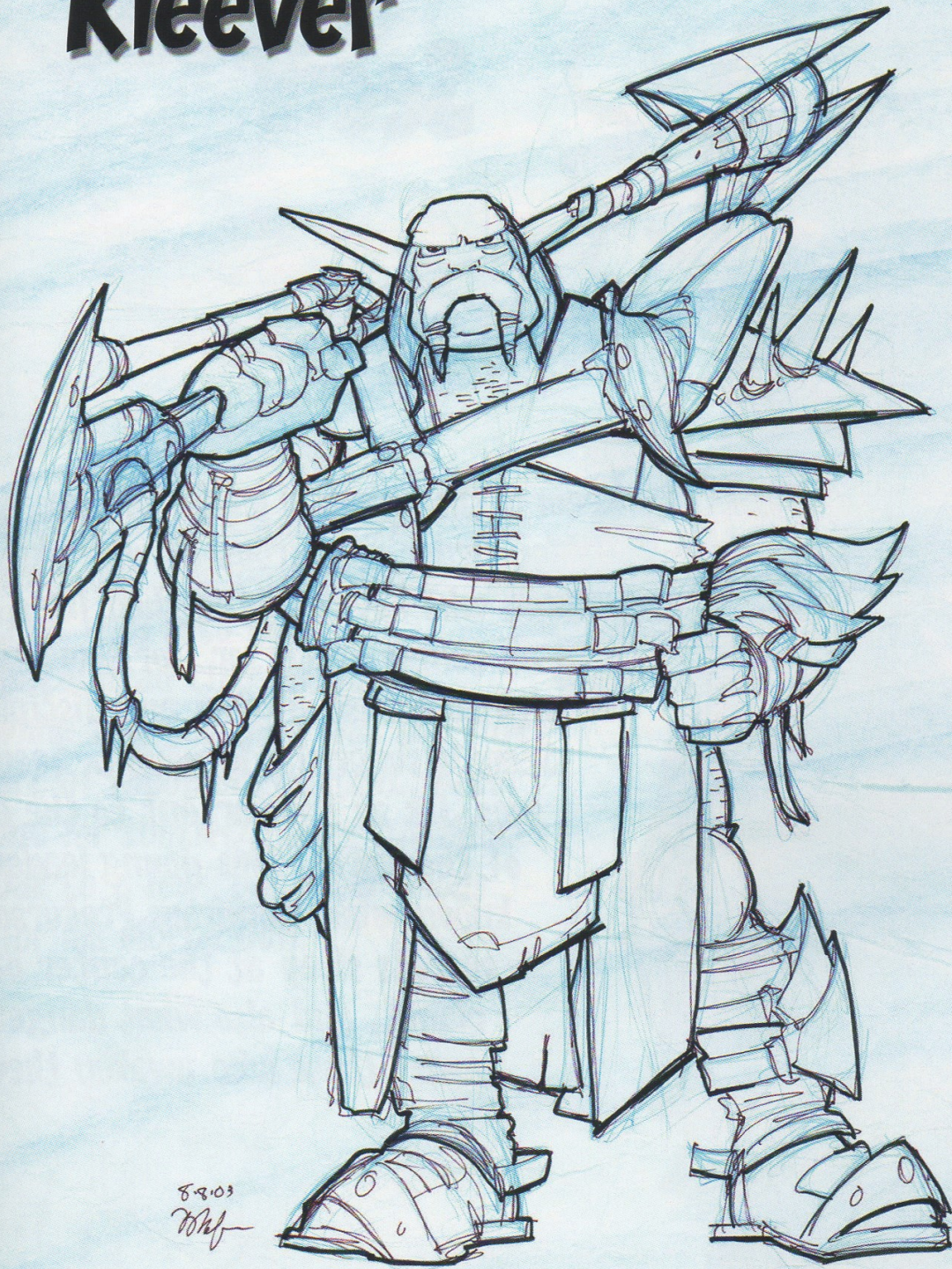
Damus

The proud and cunning leader of the Wastelanders, Damus carries the ultimate symbol of his power, a unique Precursor staff weapon which he boldly took from the previous king... in a rather violent encounter, of course. Damus holds everything and everyone in suspicion, and his hawkish eyes never miss a movement. "Survival for **ONLY** the fittest!" is his mantra, and he lives his life with no mercy to be seen. Damus's warrior abilities are unsurpassed, and his combat reputation is legendary, leaving little doubt about one's fate if you ever were to cross him. It is said that if one is lucky or bold enough to earn his respect, then Damus may include you in his rarefied inner circle. Damus's passion for all things Precursor is only surpassed by his plans for the future - bold plans which only the strongest in the world will fit into!



8-12-03
Naf

Kleever



This tough Wasteland mercenary was once an associate of Krew's working to bring difficult to find artifacts into the city. Knowledgeable about the Wasteland, Kleever will help Jak and Daxter uncover the many secrets of the desert, ultimately leading to the underground railroad and a way into the catacombs.

Seem



Seem is the spiritual leader of the Golden Order – a group of war-like Monks who have devoted their lives to all things Precursor. For someone with such vast wisdom and discipline, Seem is surprisingly young. Seem sees Jak as the portent to the end of the world. This young leader knows what wondrous Precursor secrets sleep at the center of the planet, and also what dangers await those who awaken them!

20.03

W. Lee

Jinx

Working with Rayn, Jinx helps Jak and Daxter blast their way into the Metal Head city section, while also teaching Jak the fine art of robot eradication. Never one for subtlety, Jinx introduces Jak to a few "big boom" mods for his Morph Gun.



JINX
7-31-03
Bafic



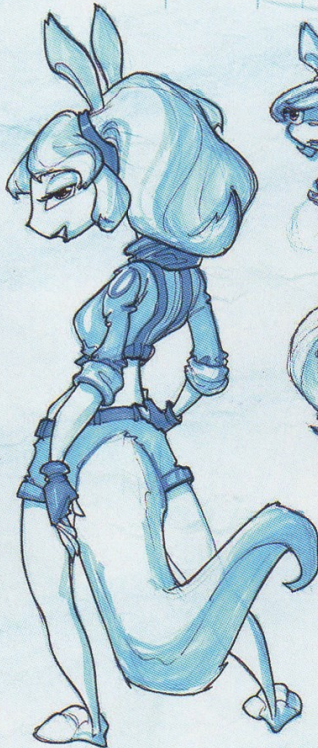
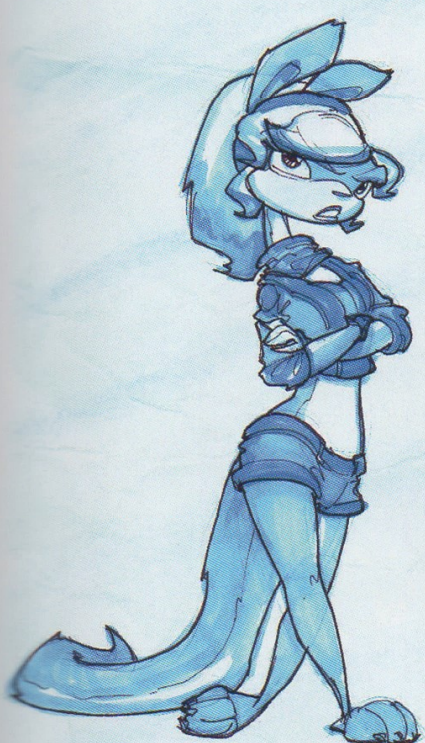
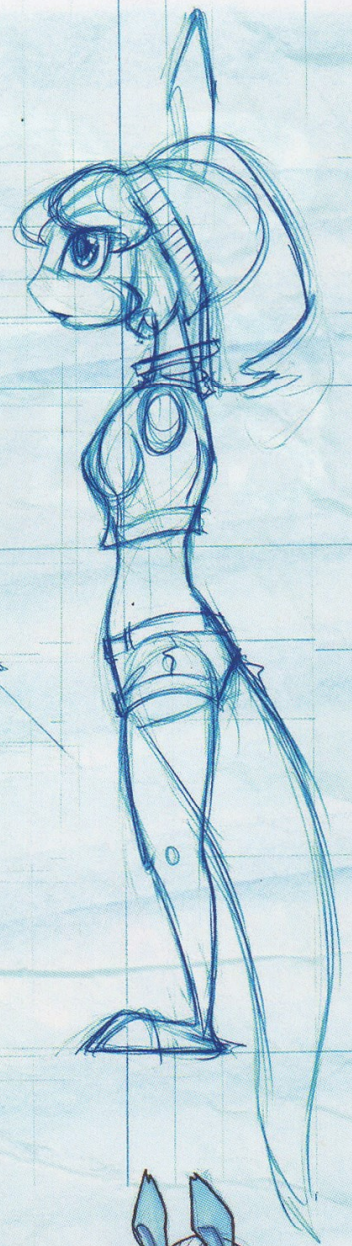
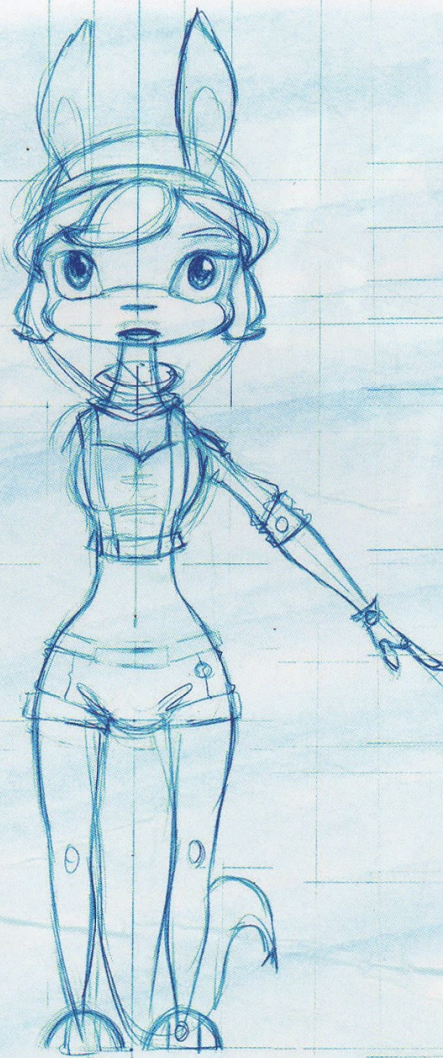
Tess

Adept at business as well as pet care, Tess is minding the Naughty Ottsel Saloon while Dexter is away. Still more than a little enamored with our furry semi-hero, the fireworks begin when Dexter's semi-ex-girlfriend Rayn enters the picture.





6.14.04
Rab



6.14.04
Rab

6.15.04
Rab

Precursors



4 MINOR CHARACTERS

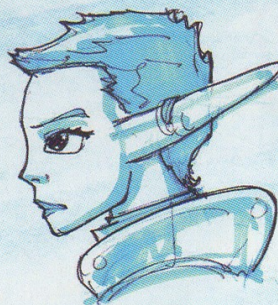
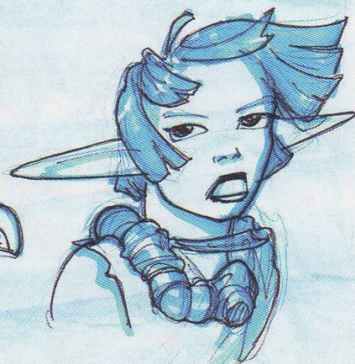
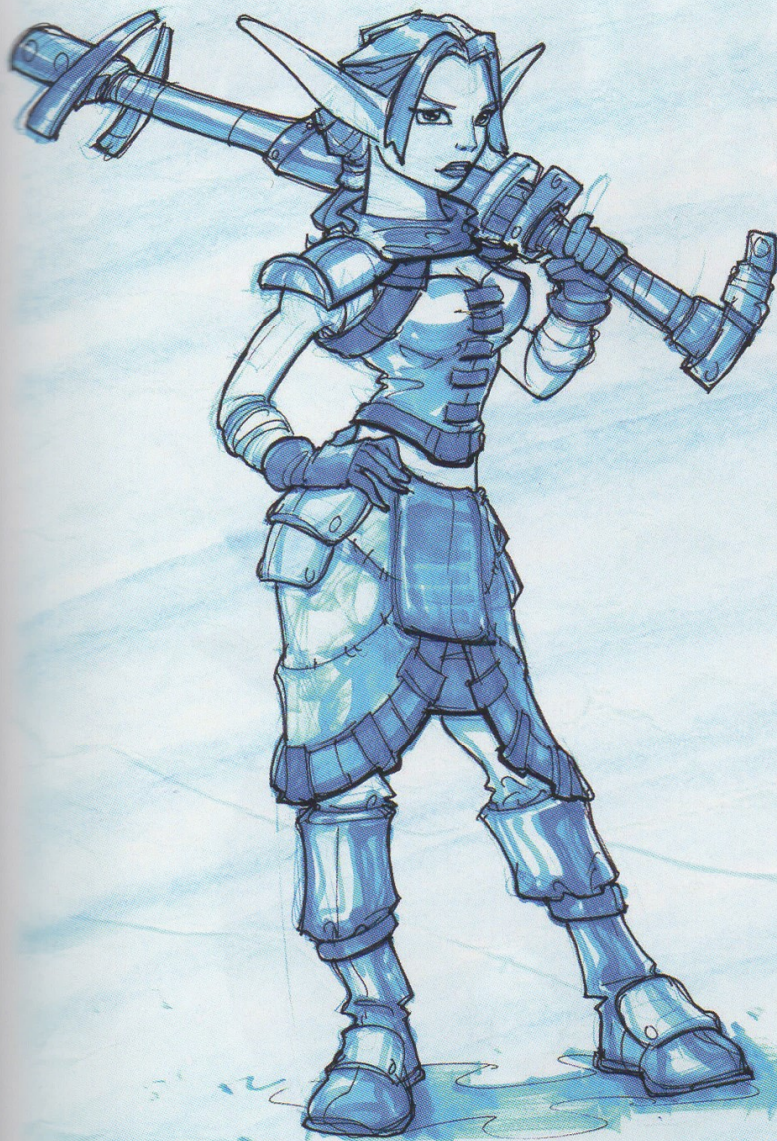


Wastelanders

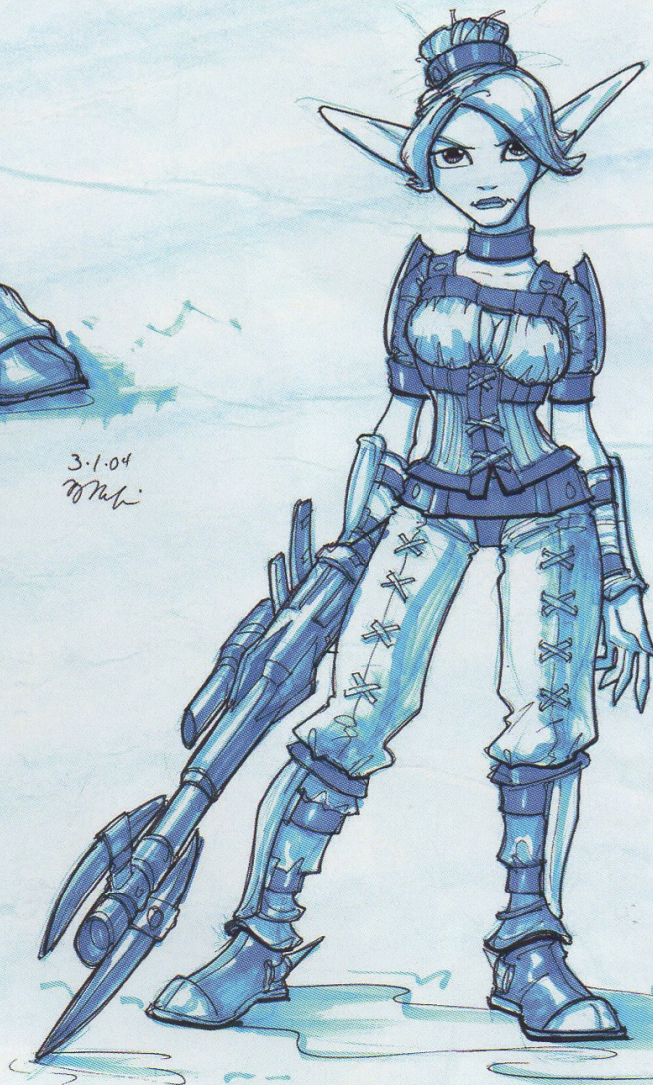
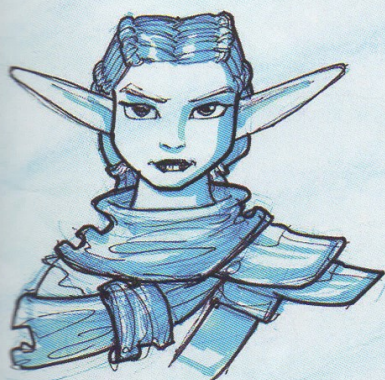


Wastelanders
Bri/foz



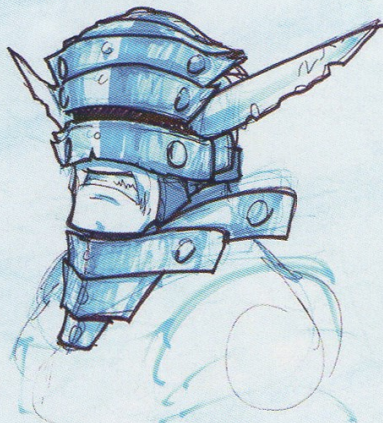
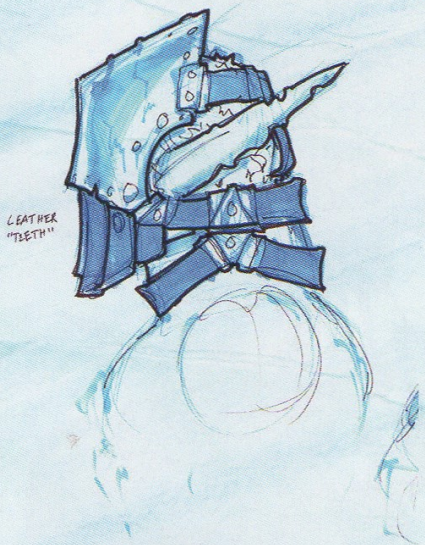
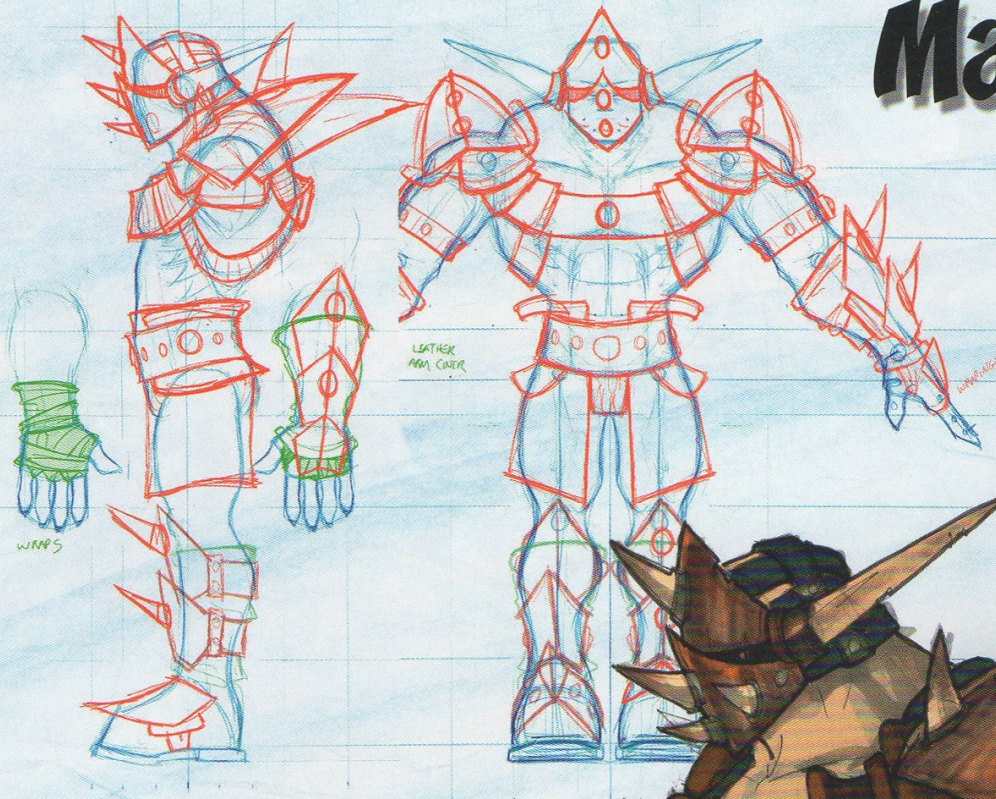


2.25.04
NHD



3.1.04
NHD

Marauders



2-19-04
N. Dog



2-19-04
N. Dog

Freedom League Guards

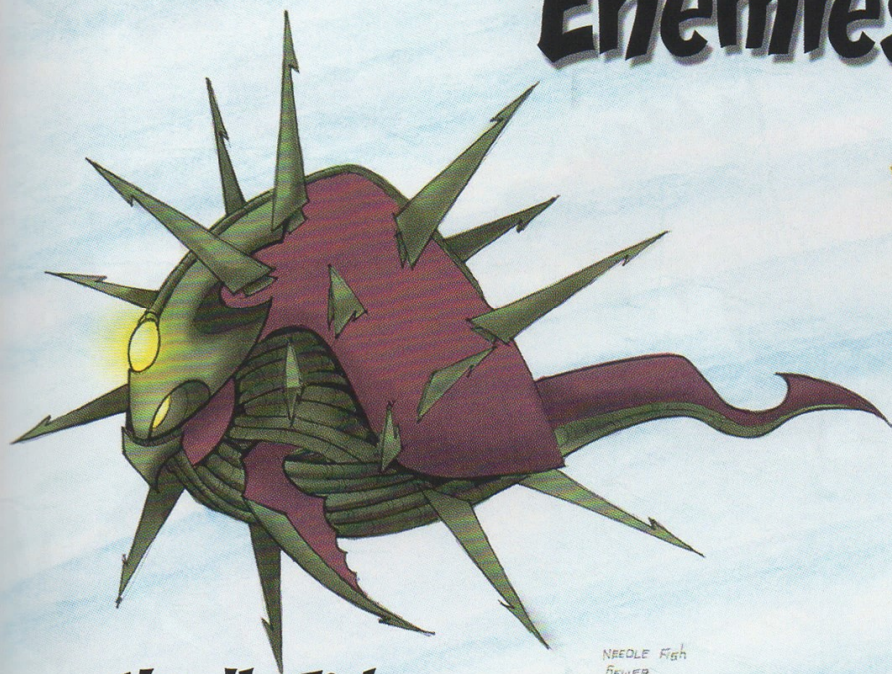


6-17-02
Naf

5 ENEMIES



Enemies



Needle Fish

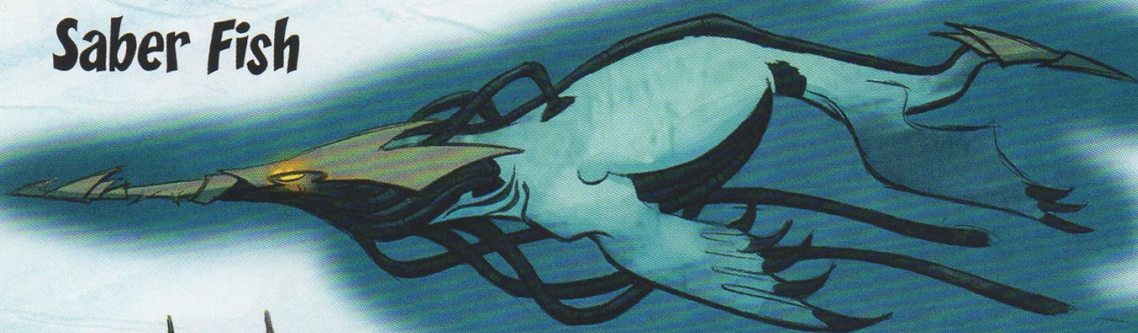
NEEDLE Fish
SEWER



Frog

FROG/SEWER

Saber Fish



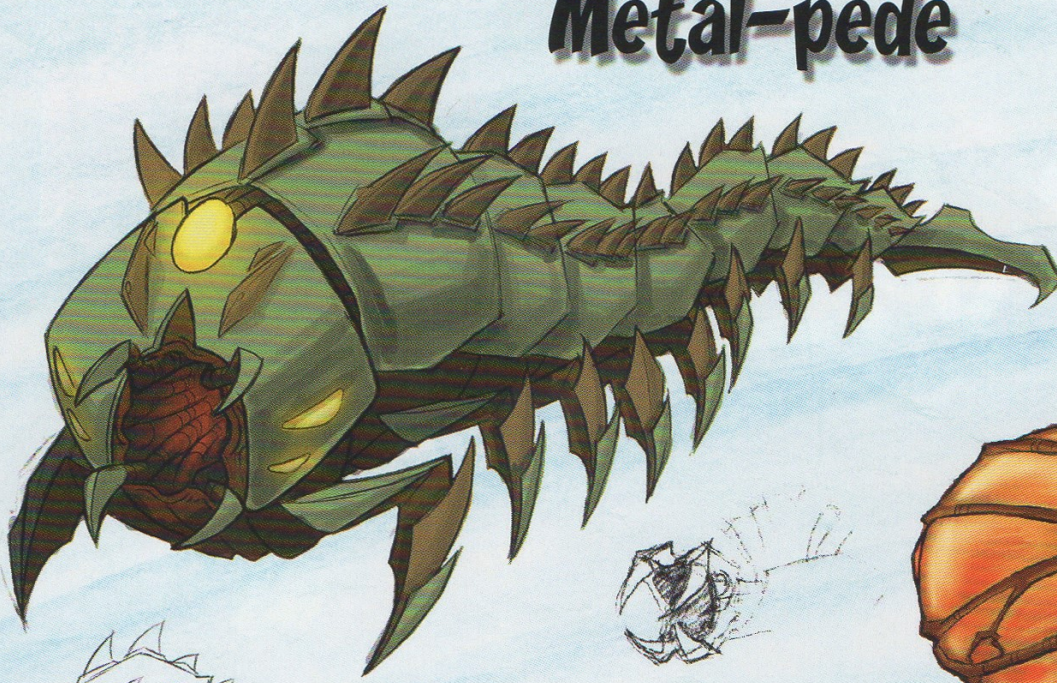
Manta



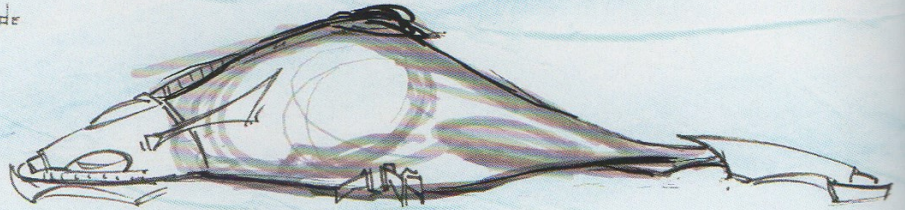
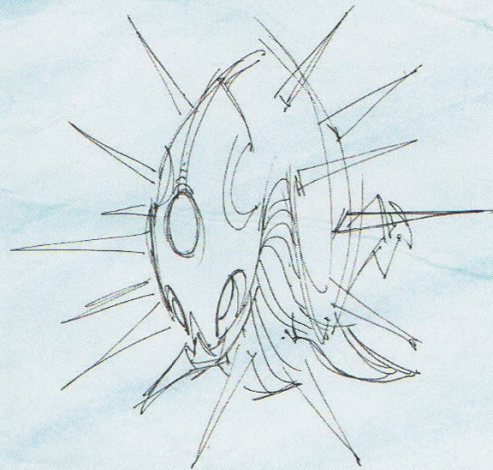
Rat

Alive Rat
10/12/02

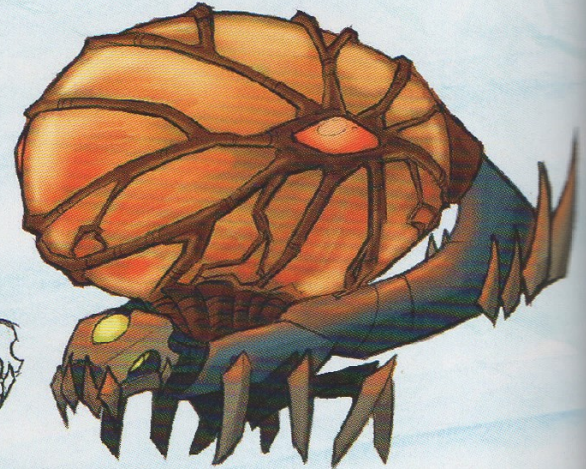
Metal-pede



Centipede
Nest



Pod Spider



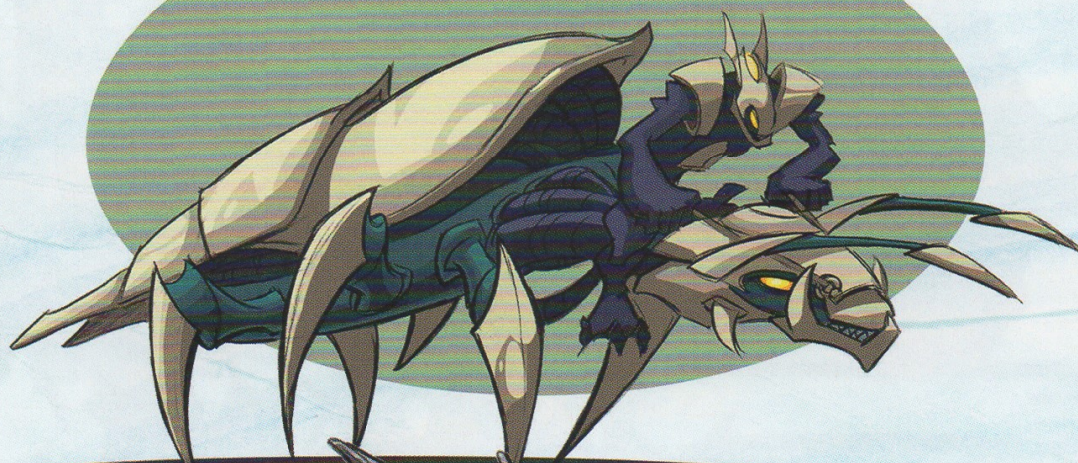
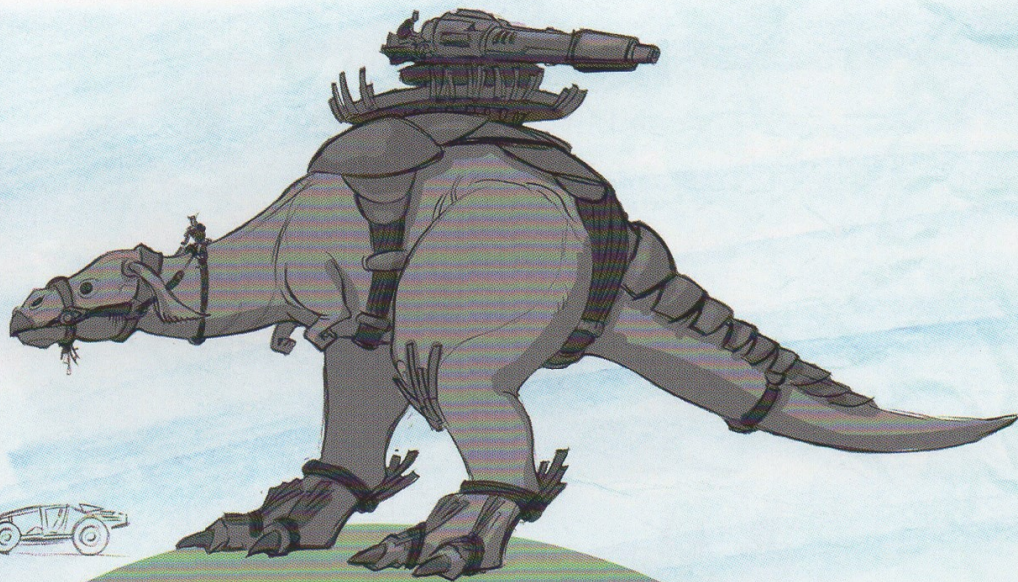
Bat

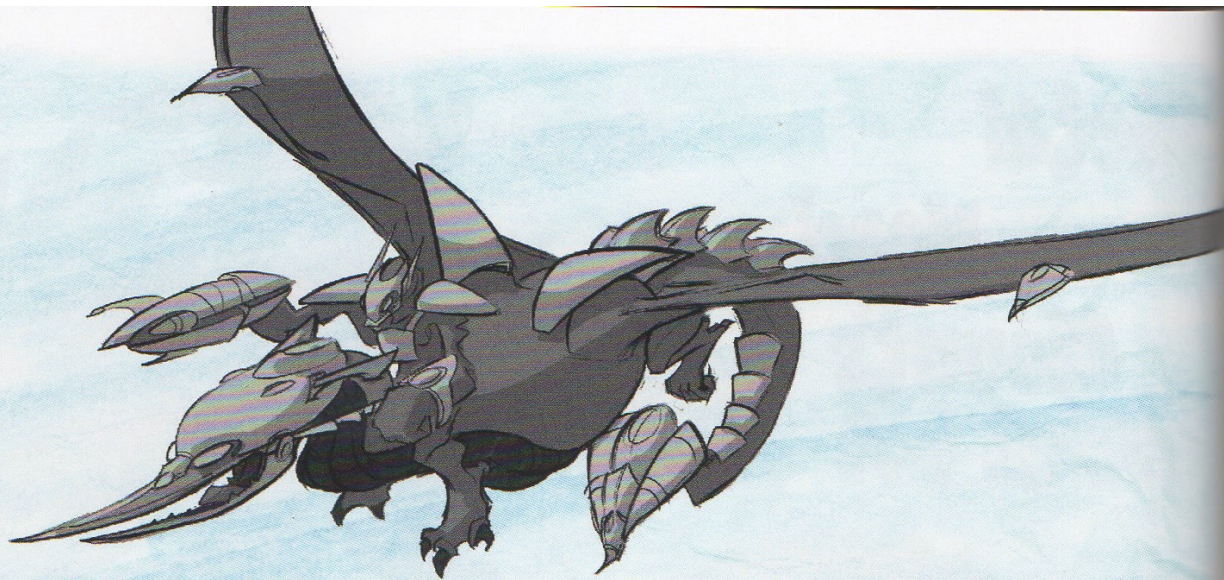


Gekko

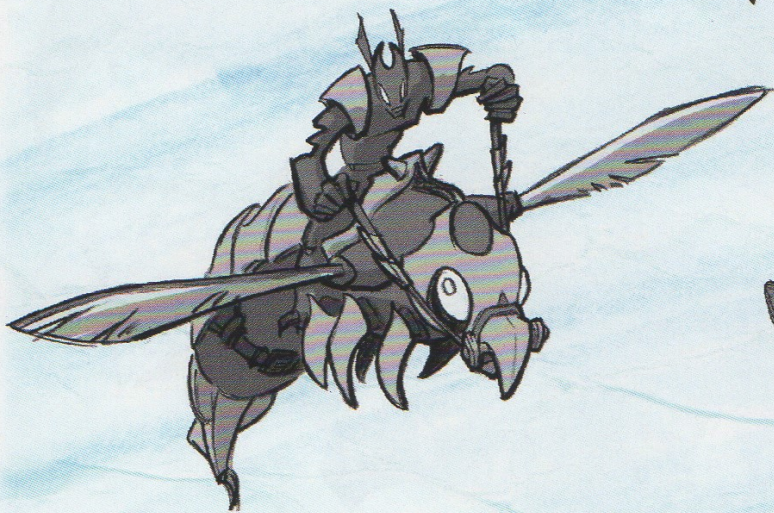


Metal Head Mount's

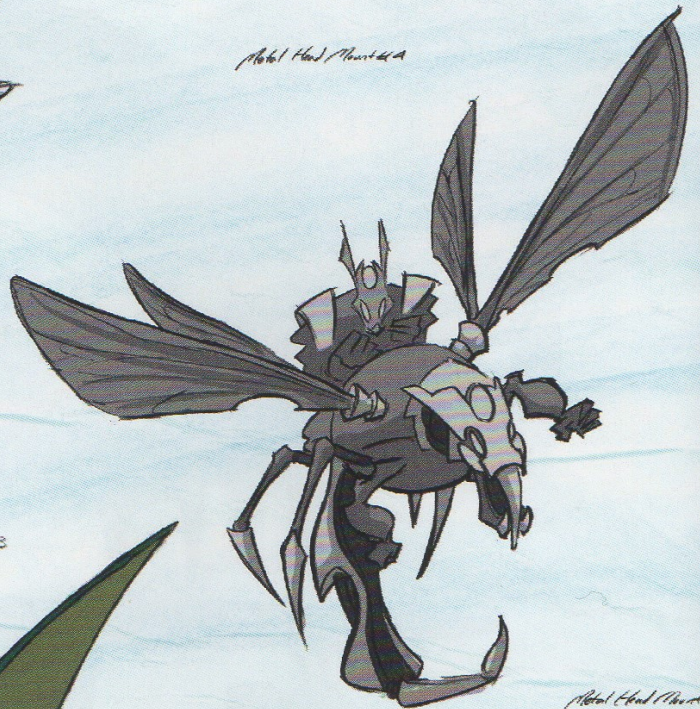




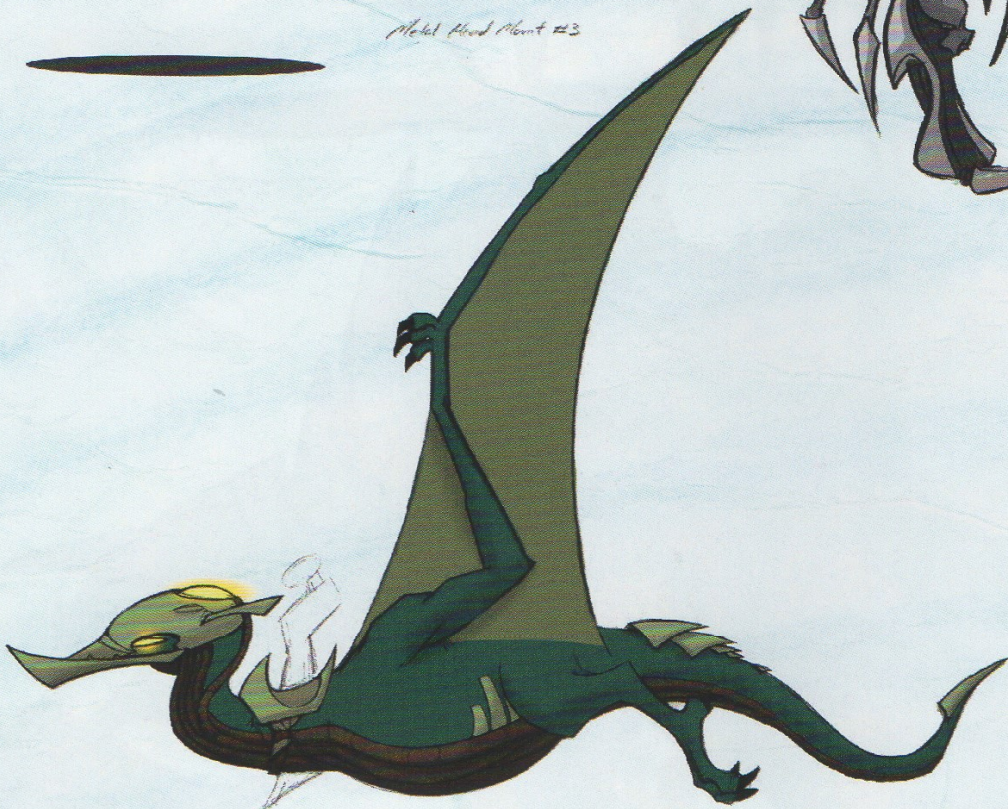
Metal Head Mount #4



Metal Head Mount #3

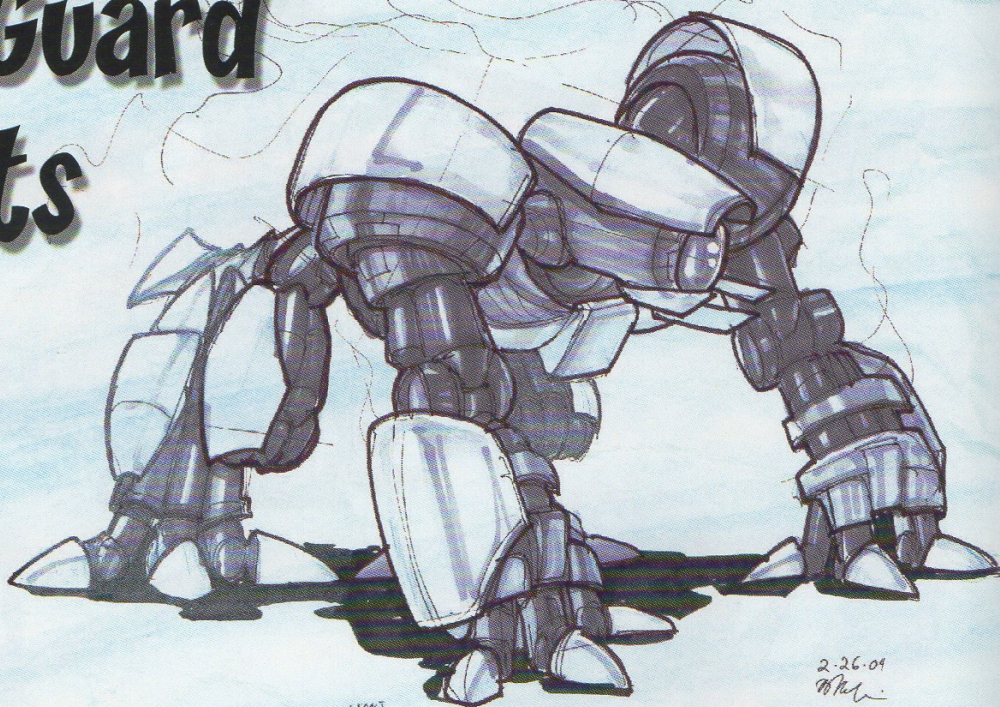
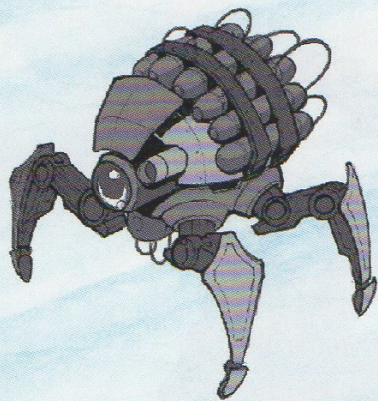


Metal Head Mount #5

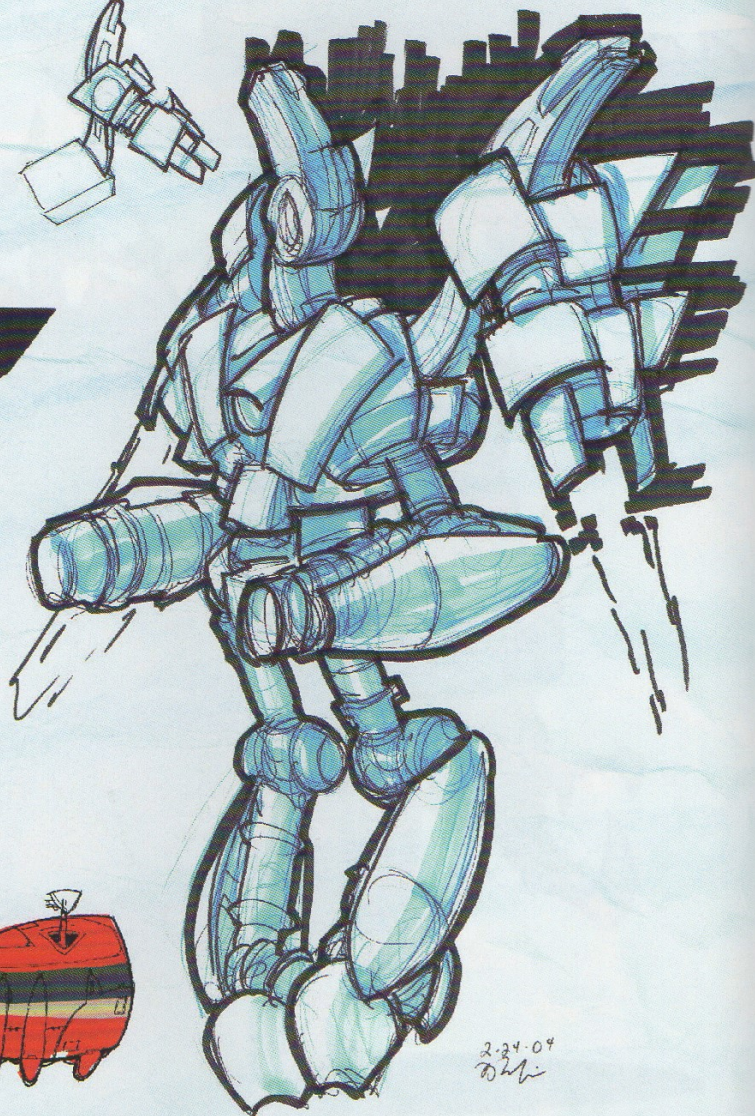
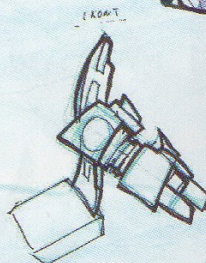
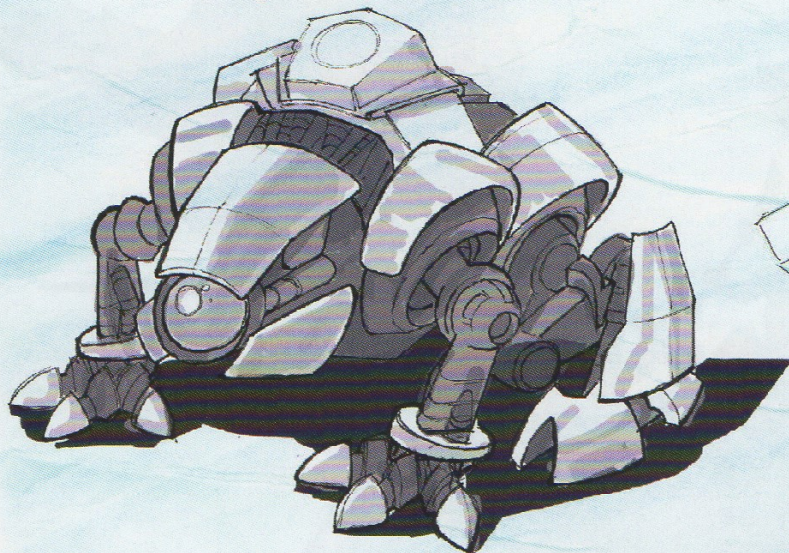




Krimson Guard Death Bots

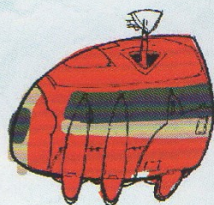
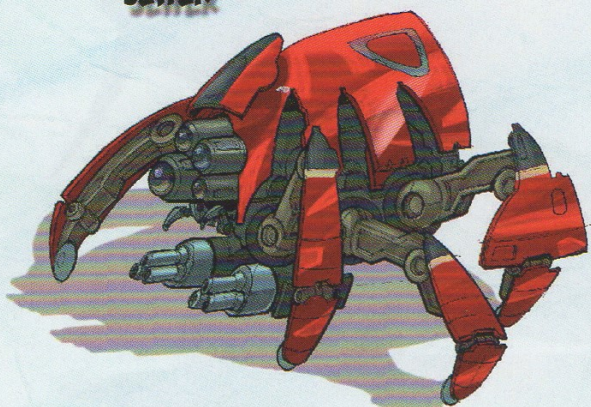


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W.M.



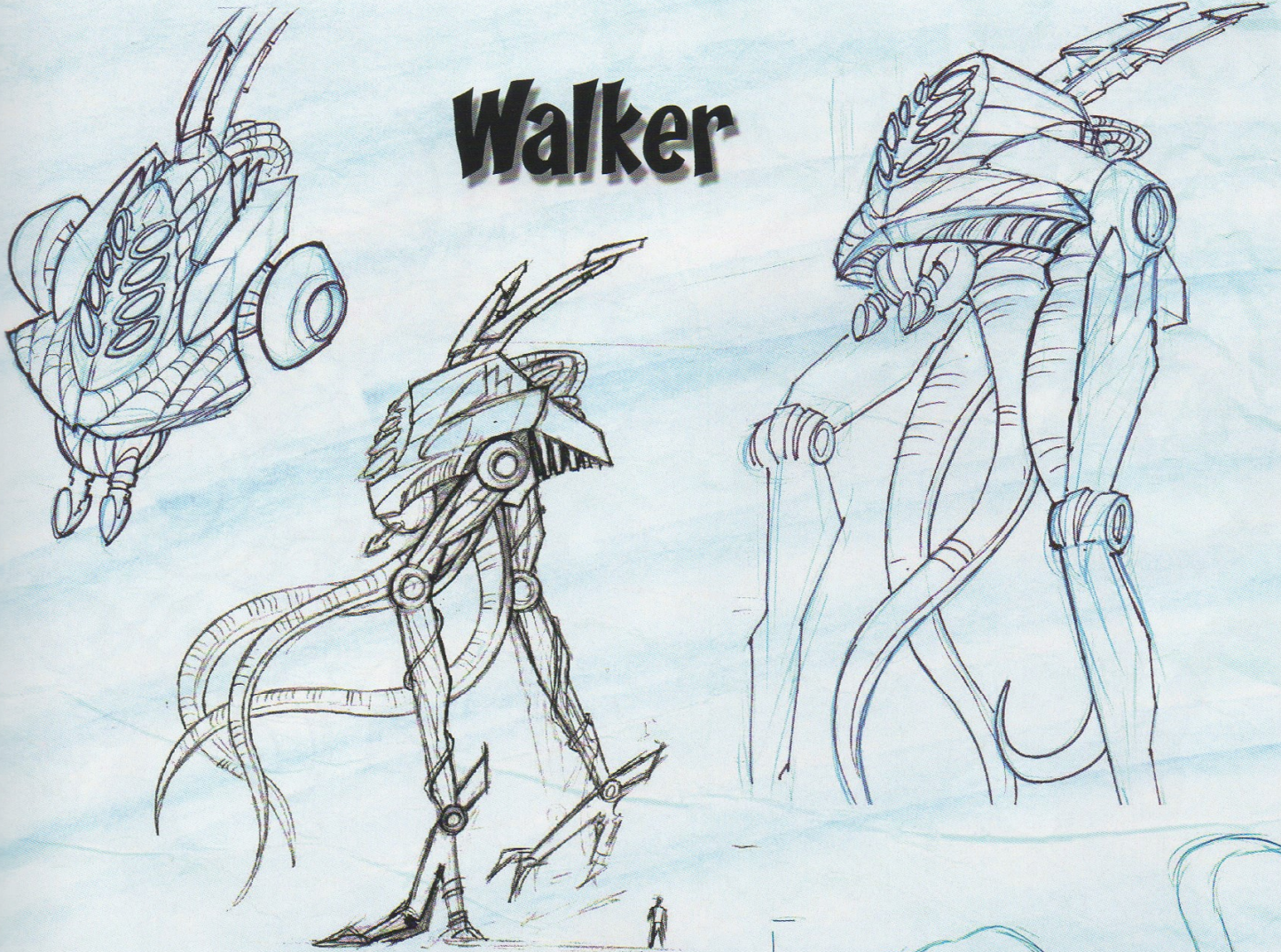
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W.M.

SCOUTER ROBOT SEWER



Scouter Robot
SEWER

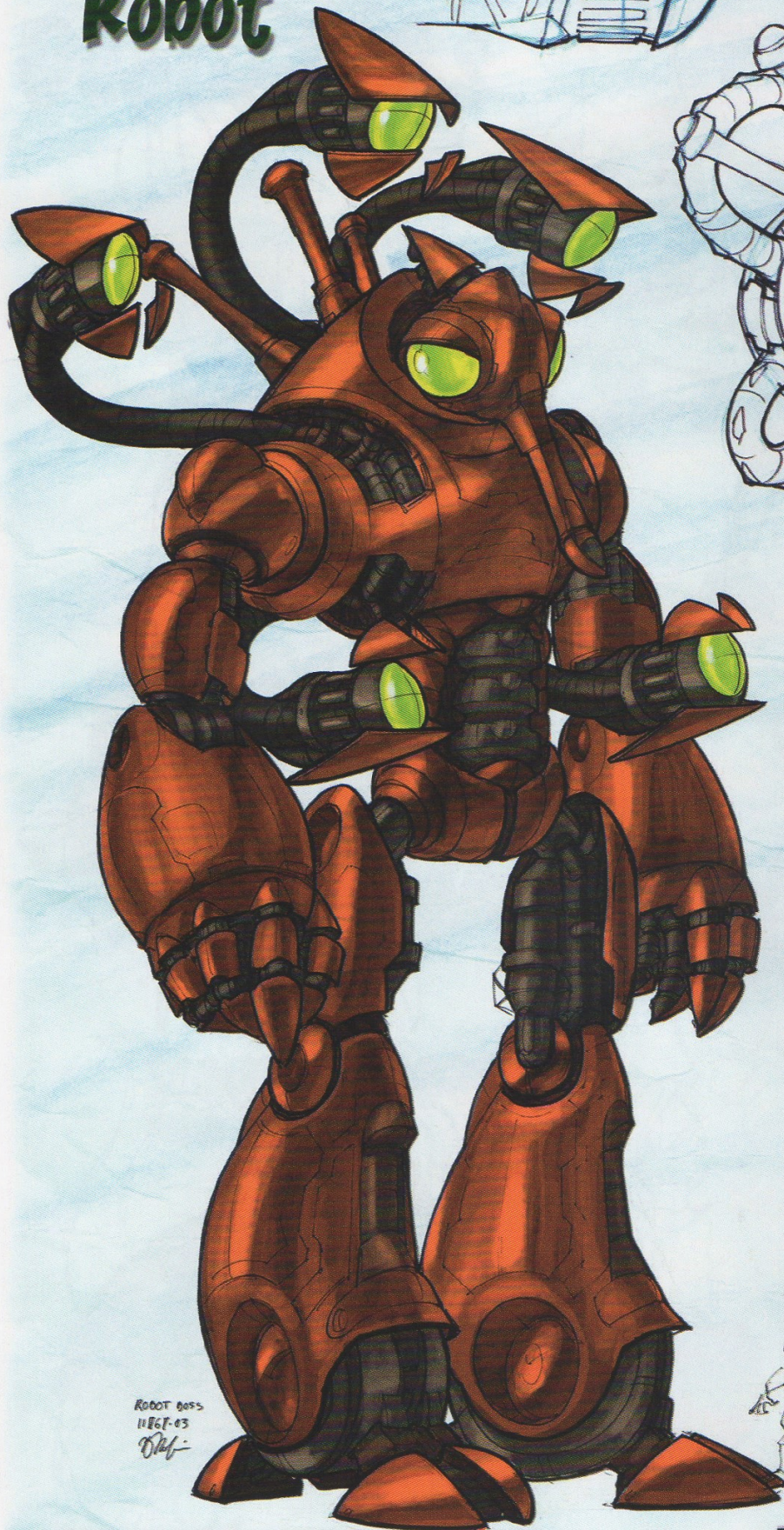
Walker



Dark Splitter

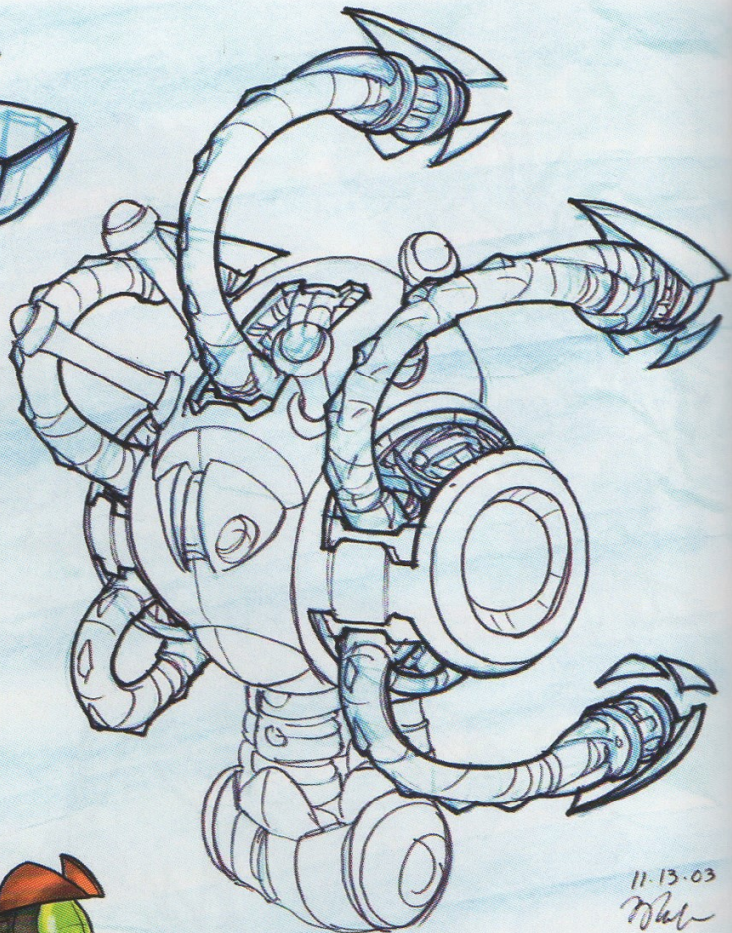
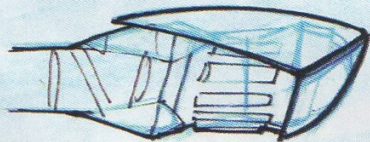


Precursor Robot



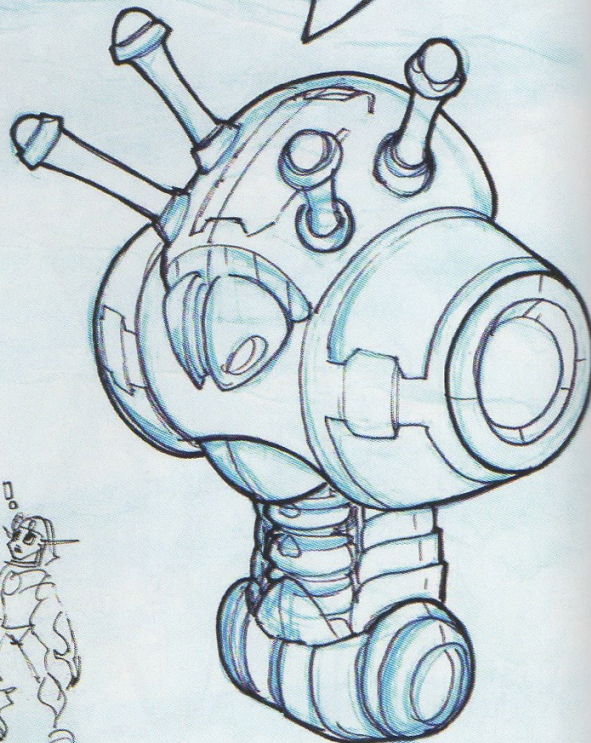
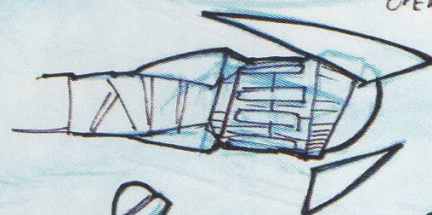
Robot Boss
11/6/03
Daf

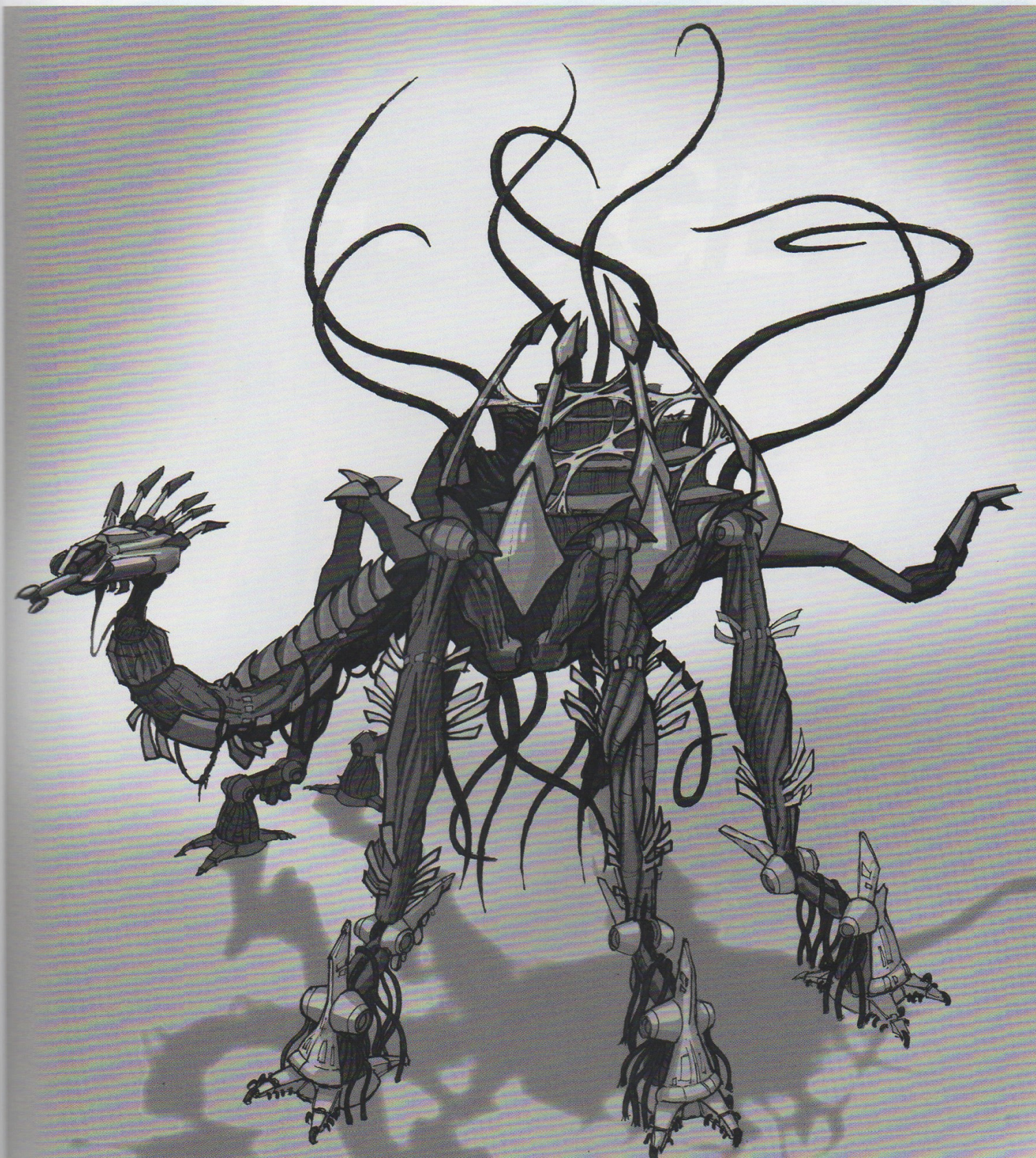
CLOSED



11-13-03
Daf

OPEN / FIRING
POSITION

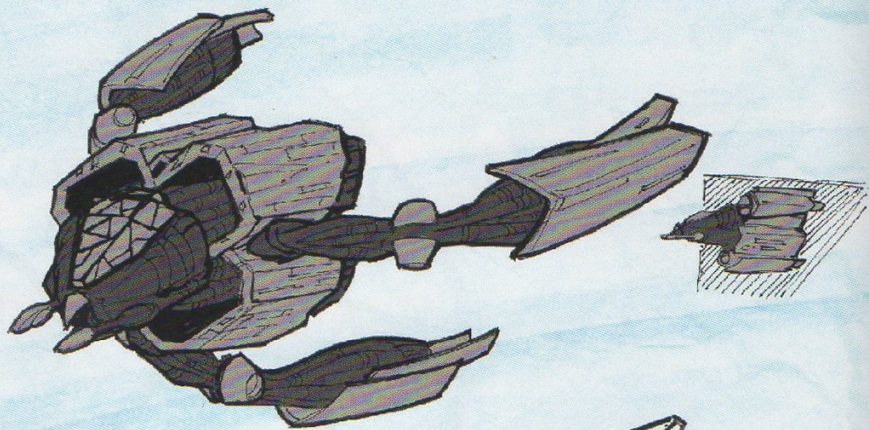
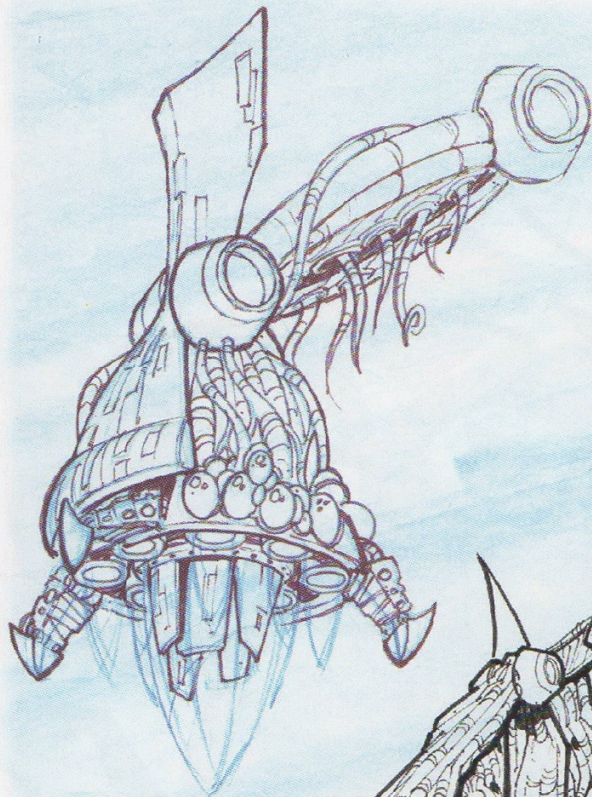




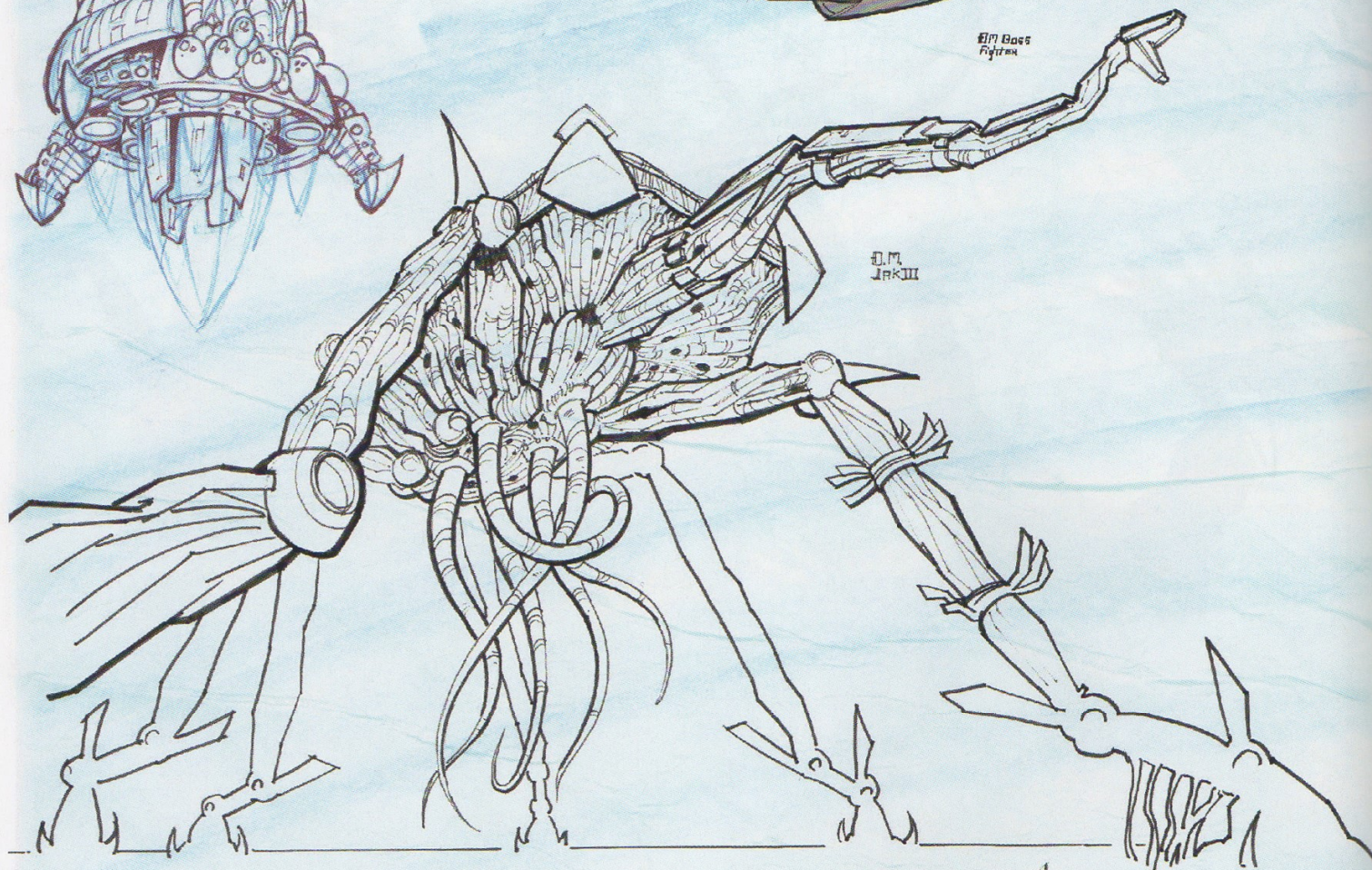
Terraformer

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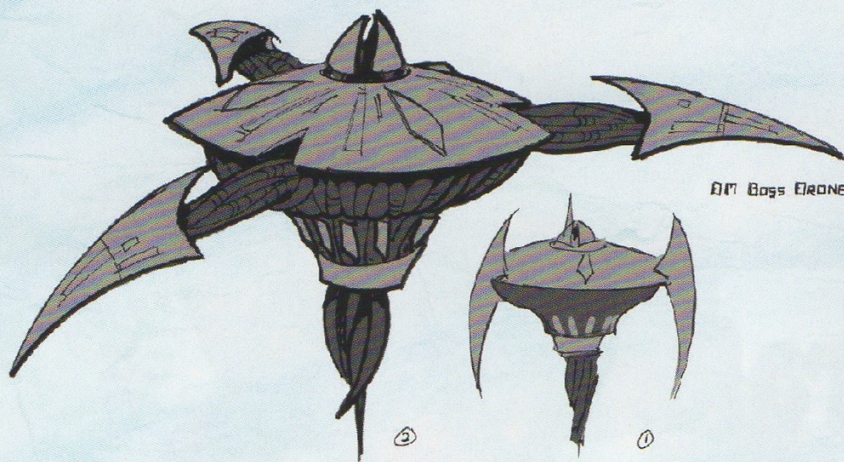




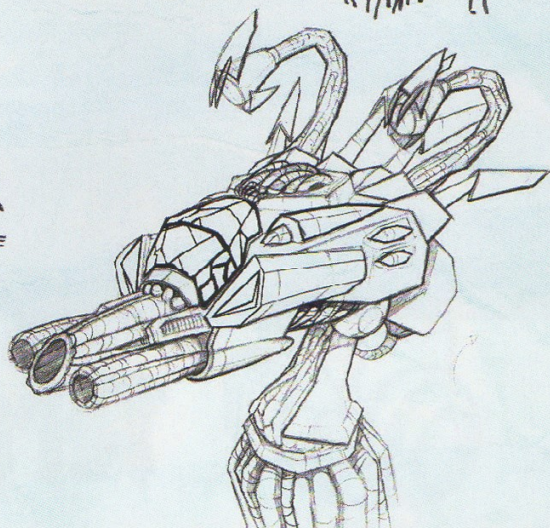
DM Boss
Fighter



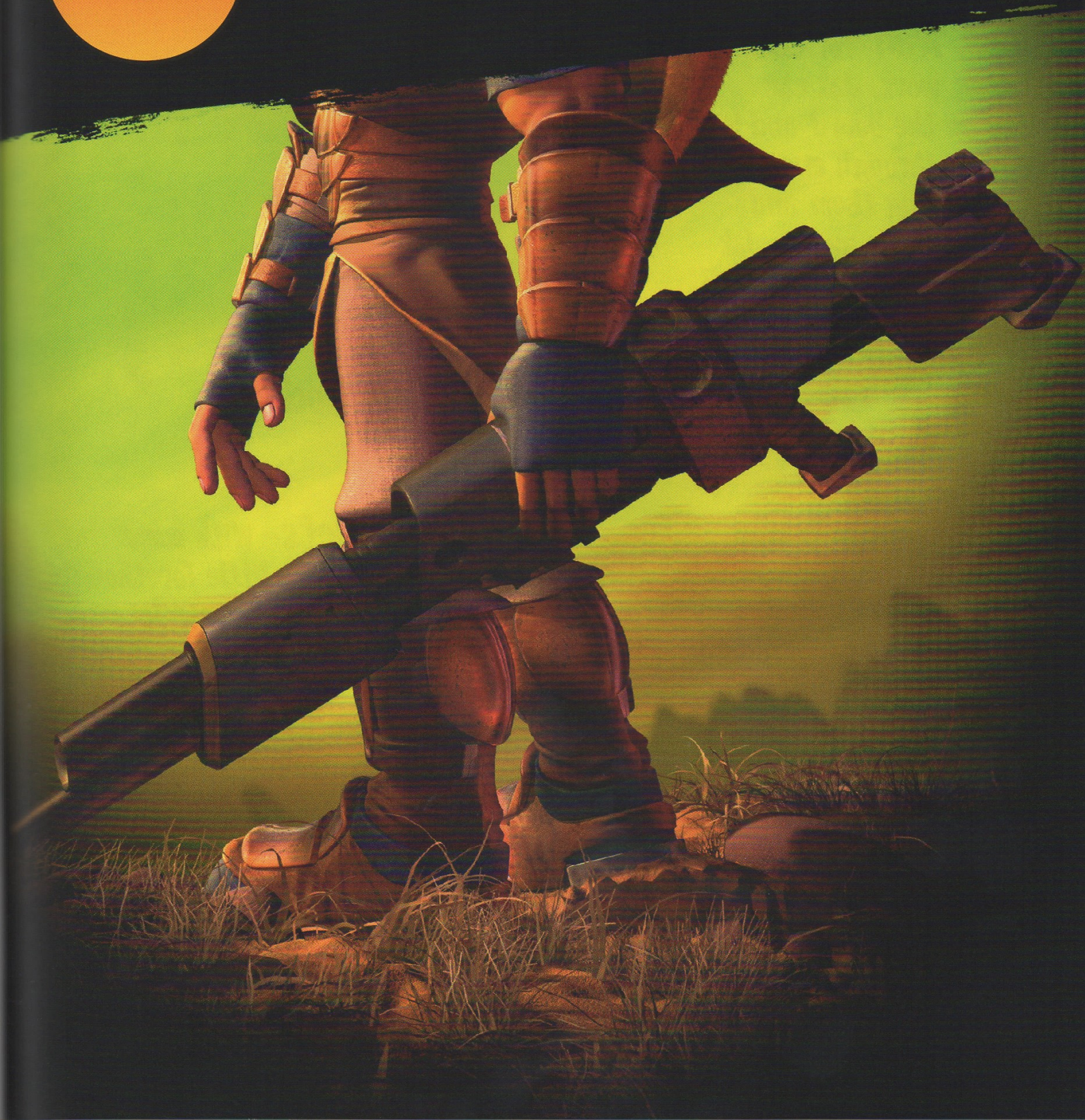
DM
JACK



DM Boss Drone



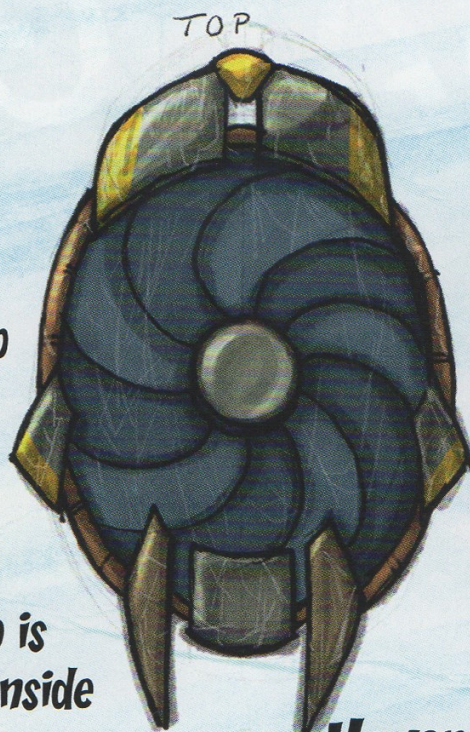
6 *GADGETS*



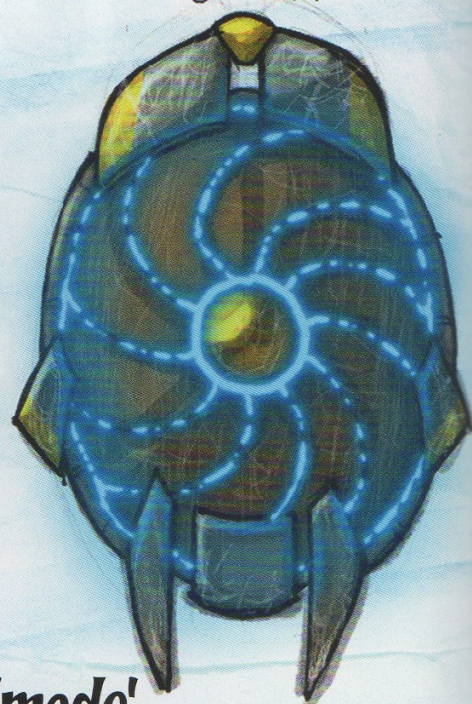
JetBoard

Keira will continue to modify the JetBoard for Jak, adding new features for enhanced traversing and combat.

Blast Trail- For close combat work, Jak can stay on the board and loop his way through enemies, surrounding them and blowing them away. Jak can now leave a Blast Trail behind that, when the loop is closed, causes everything inside the area to explode.



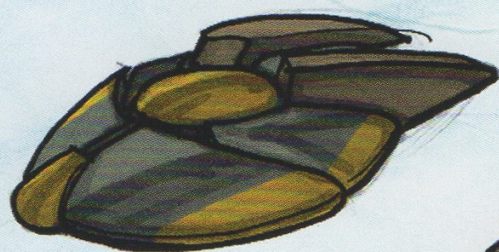
TOP



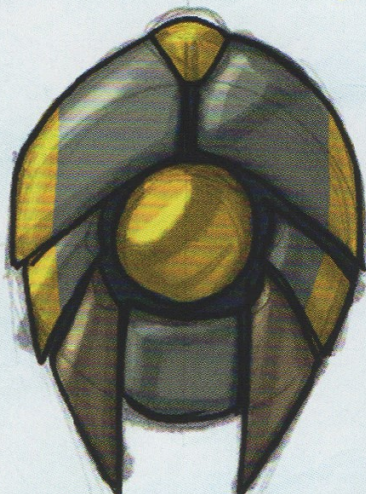
BOTTOM

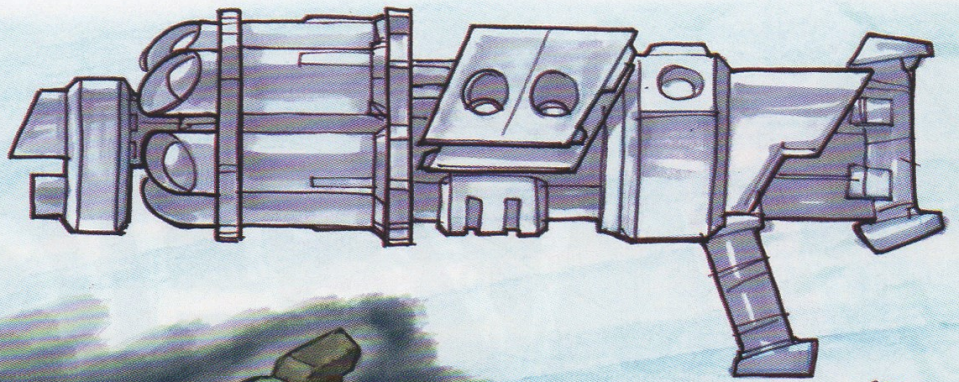
Hover 'mode'

Jump Jets- With some practice and a little forethought, Jak can use these new jets to jump much higher.

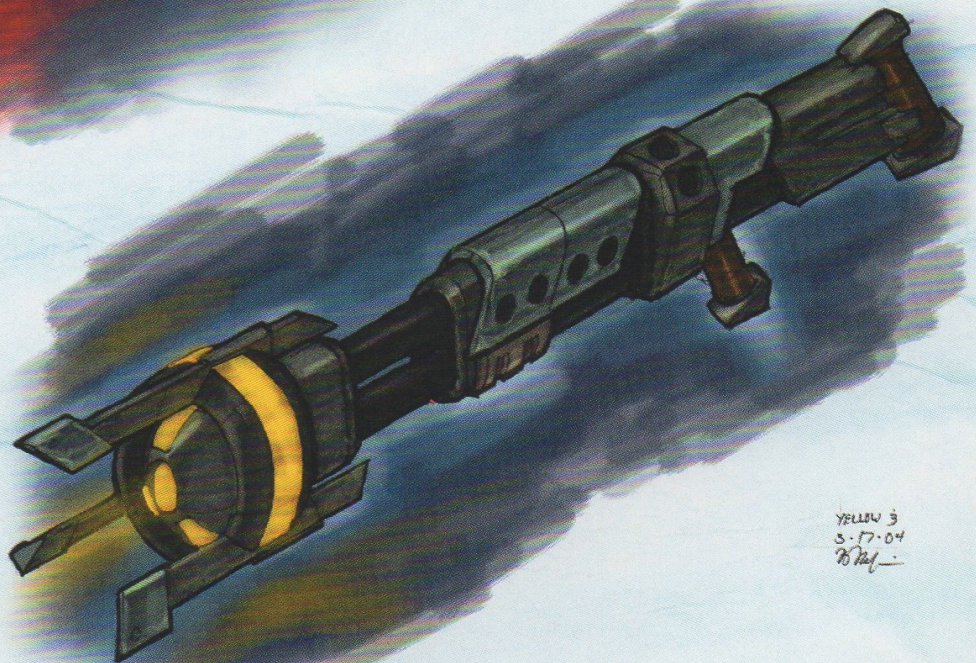
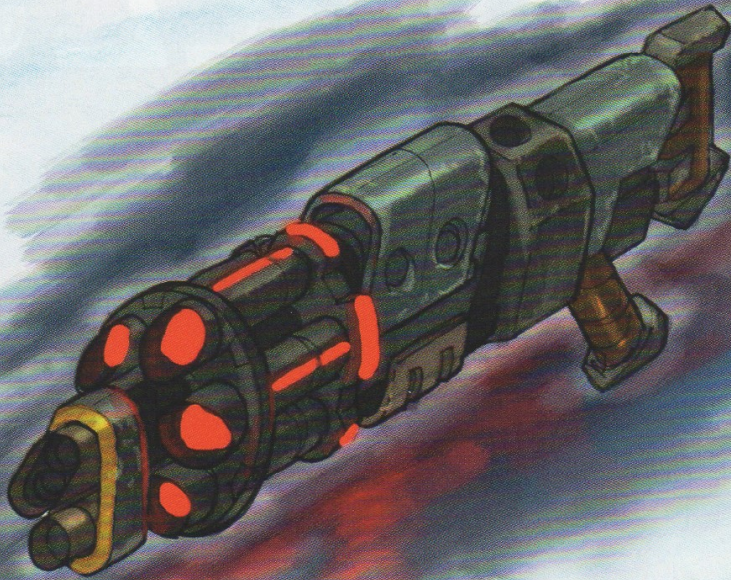


Back-Pack 'mode'

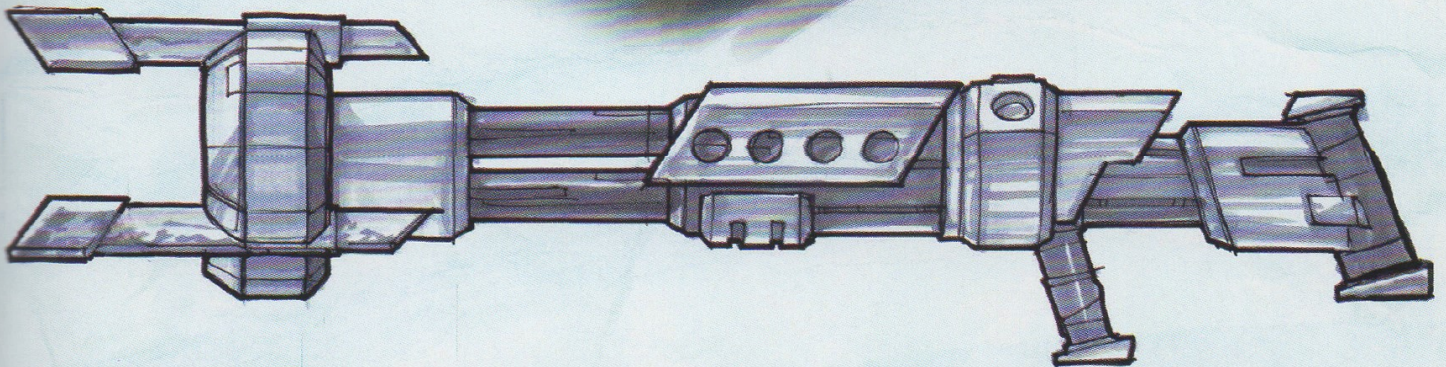




RED 3
2-2-04
B. Ref.



YELLOW 3
3-17-04
B. Ref.

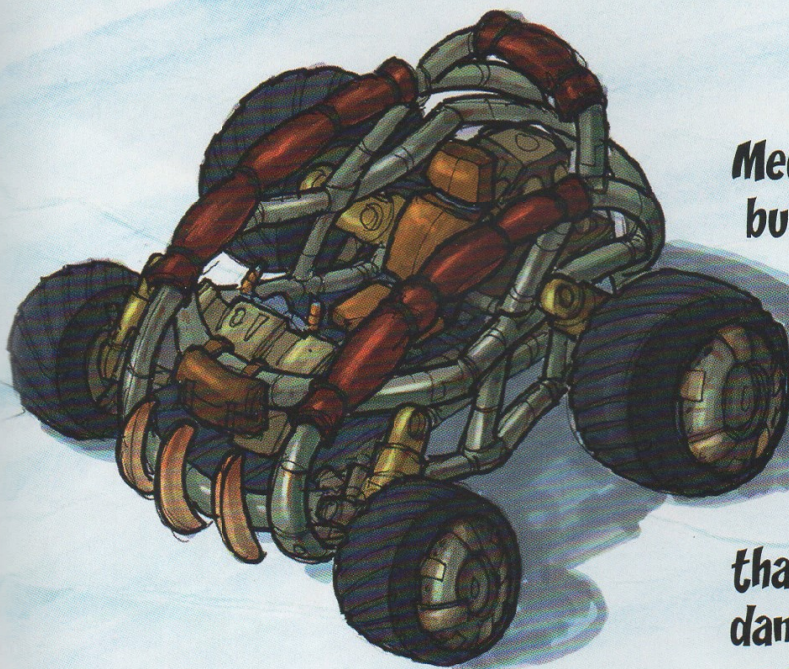


7 VEHICLES



Vehicles

Wastelanders love their off-road vehicles, finding them invaluable for taming the harsh desert terrain. Jak will be able to earn and own 8 off-road dirt busters. Each vehicle has its own unique set of handling characteristics, tech specs, and special powers.

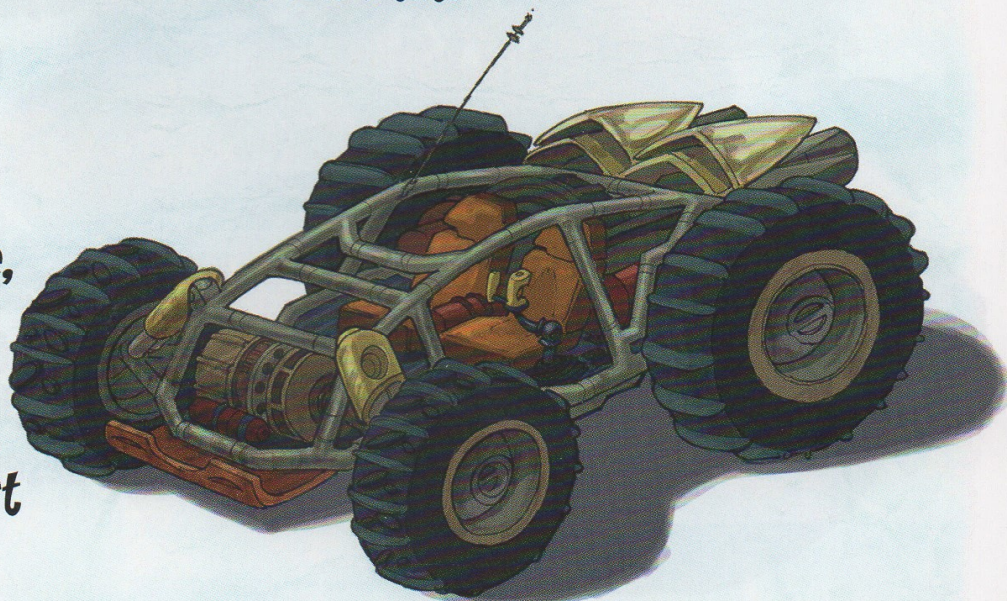


Turtle

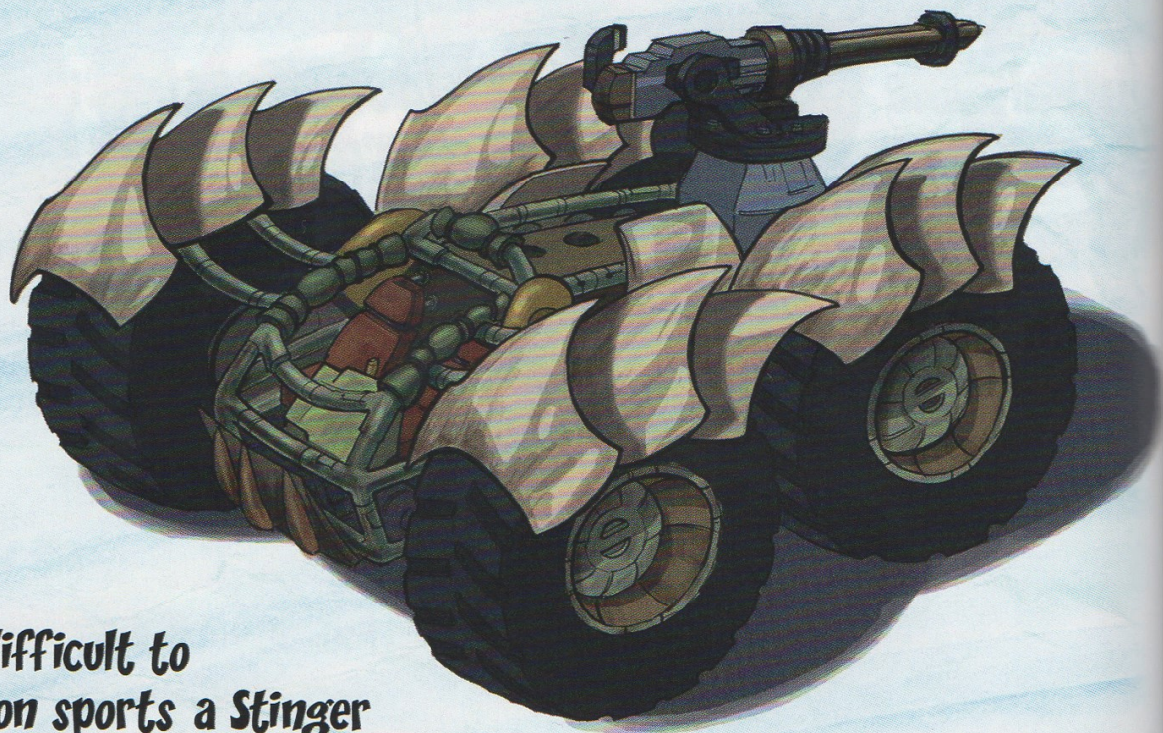
Medium slow, with great handling, but light armor, the Turtle is an all round driving machine. A great first vehicle for beginning off-road drivers. With composite eco-alloy roll cage, this puppy can tumble better than most vehicles, while taking less damage, encouraging drivers to take a few risks.

Snake

A bit faster than the Turtle, more armor and a bite! The Snake has a forward shooting particle weapon, great for taking on desert monsters!

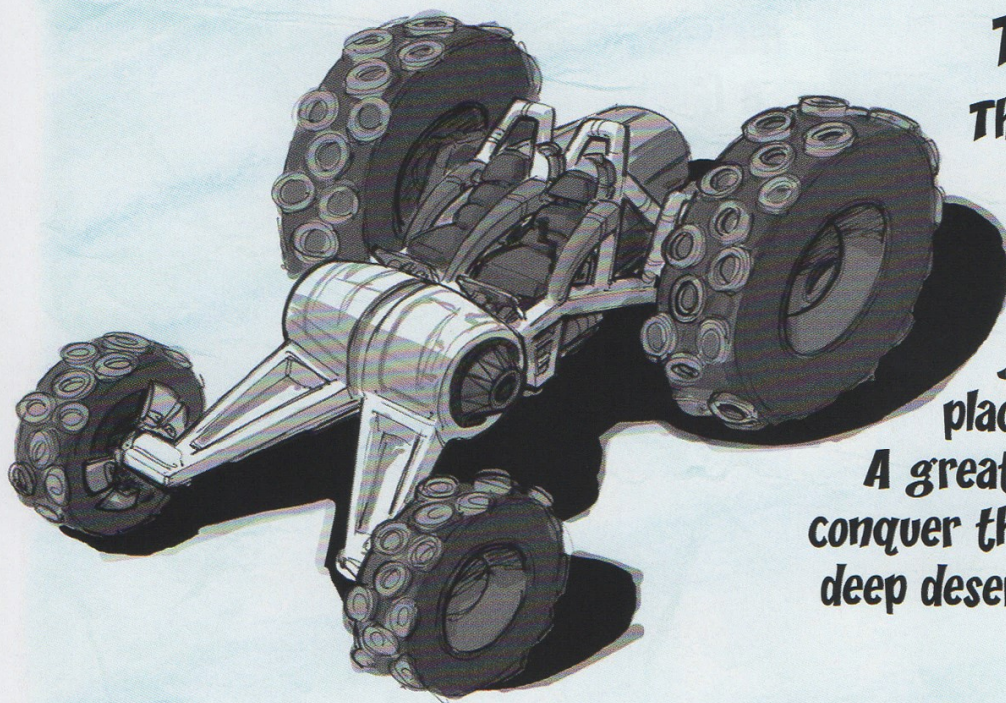


Vehicles cont.



Scorpion

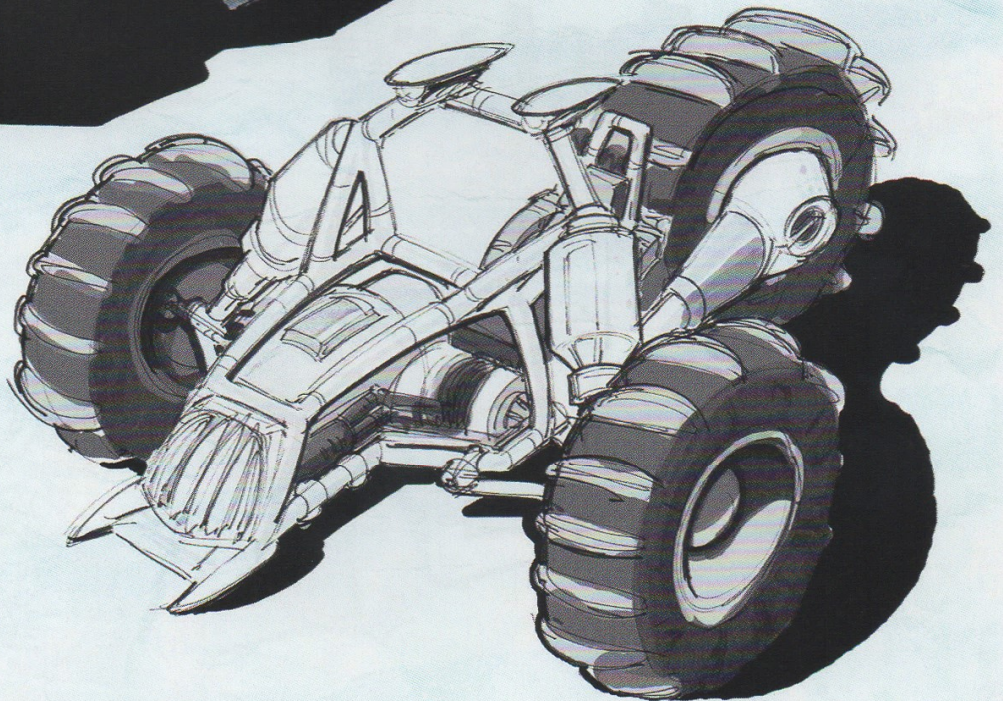
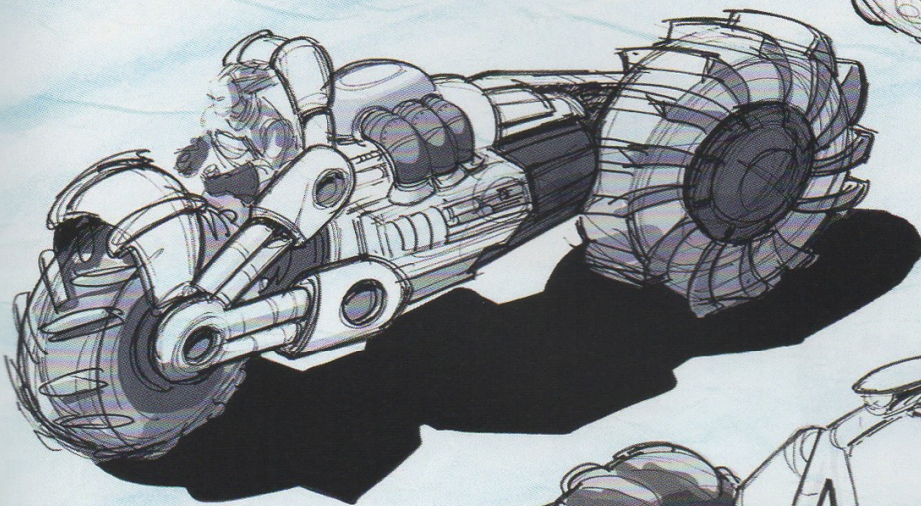
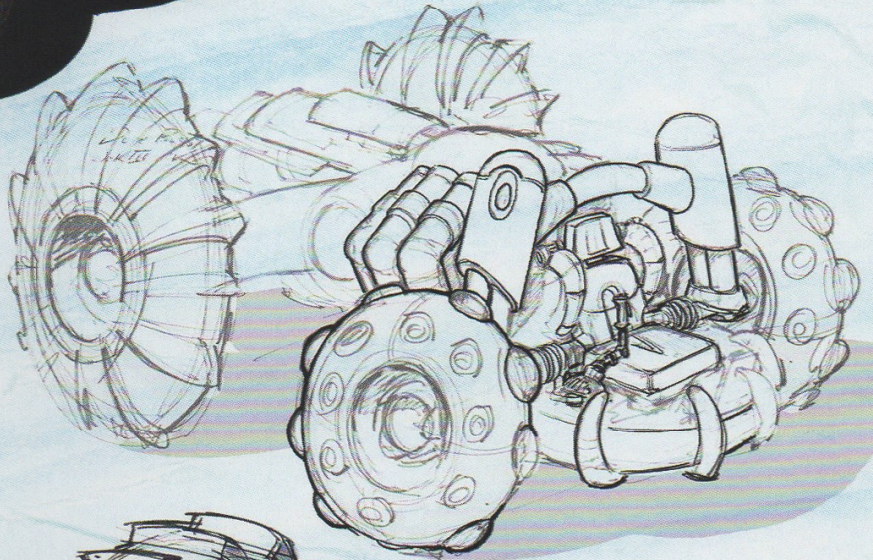
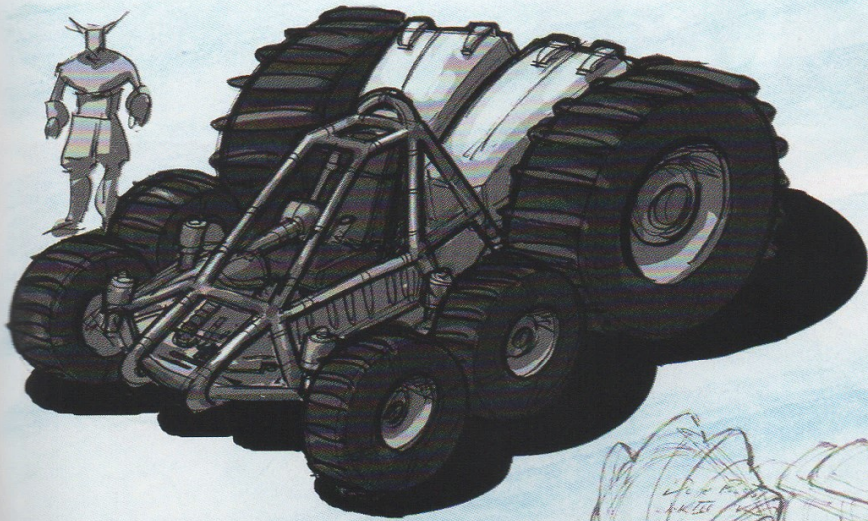
Bigger and more difficult to handle, the Scorpion sports a Stinger Tri-Barrel Gatling Gun on its tail. Dexter will be able to get on the big gun and shoot in all directions as Jak drives!



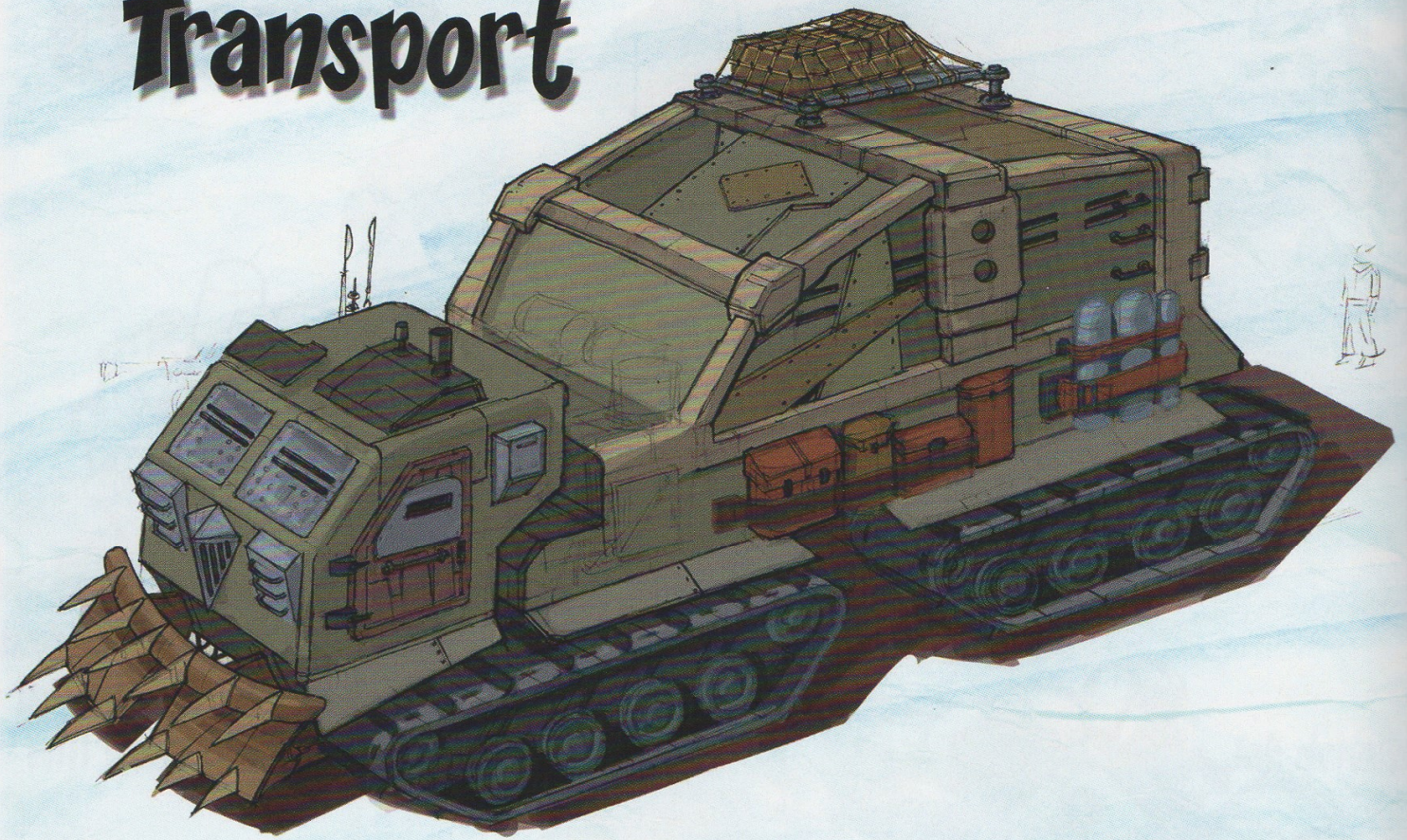
Toad

This ugly duckling is a medium speed all-terrain churner. It won't win any style awards, but with jump jets, it can get places that other vehicles can't. A great piece of road hardware to conquer those tough buttes in the deep desert.

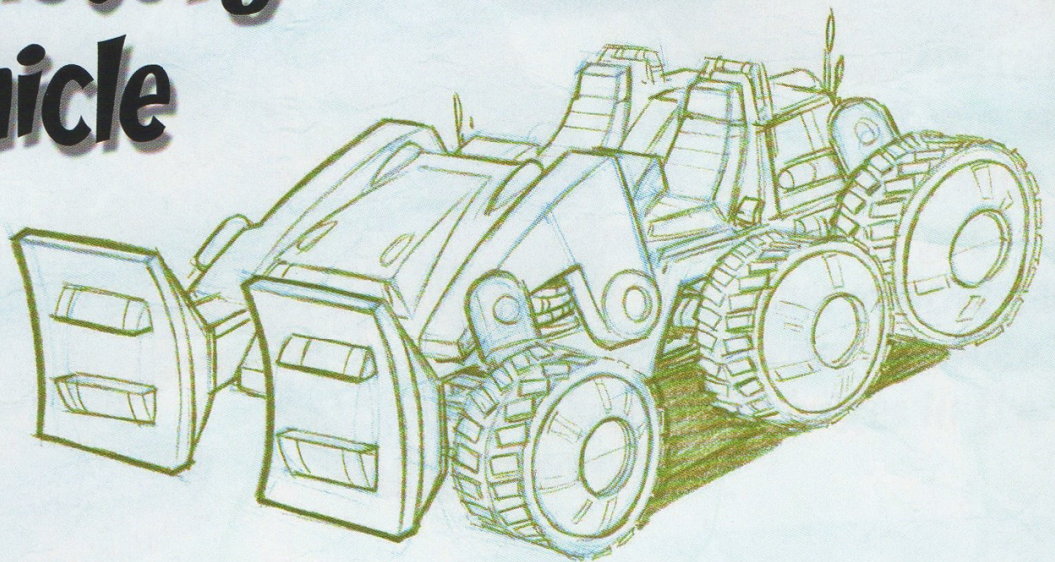
Early Vehicle Concepts



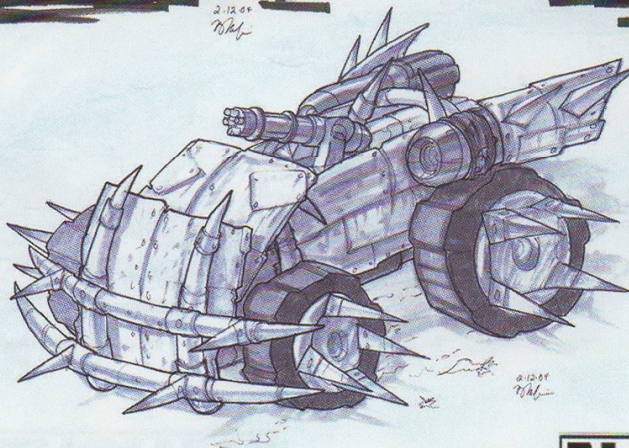
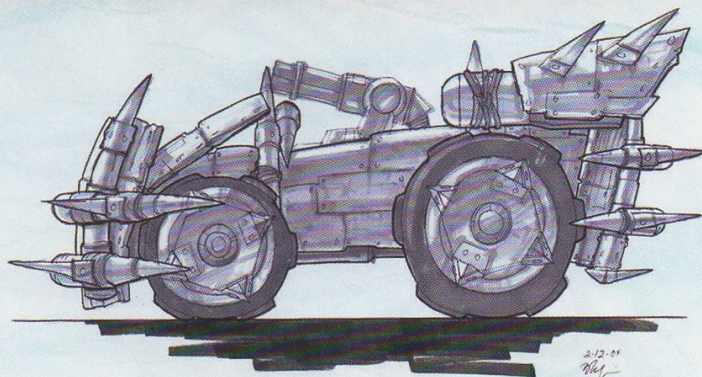
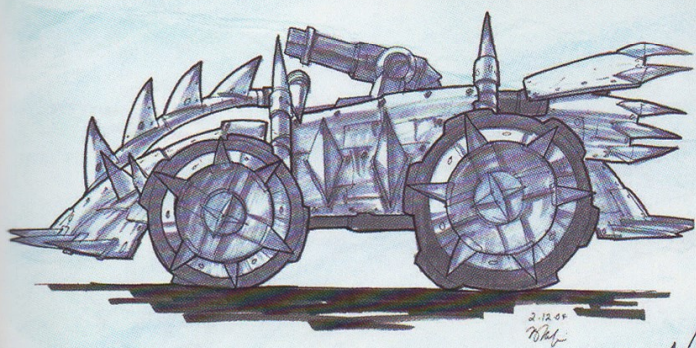
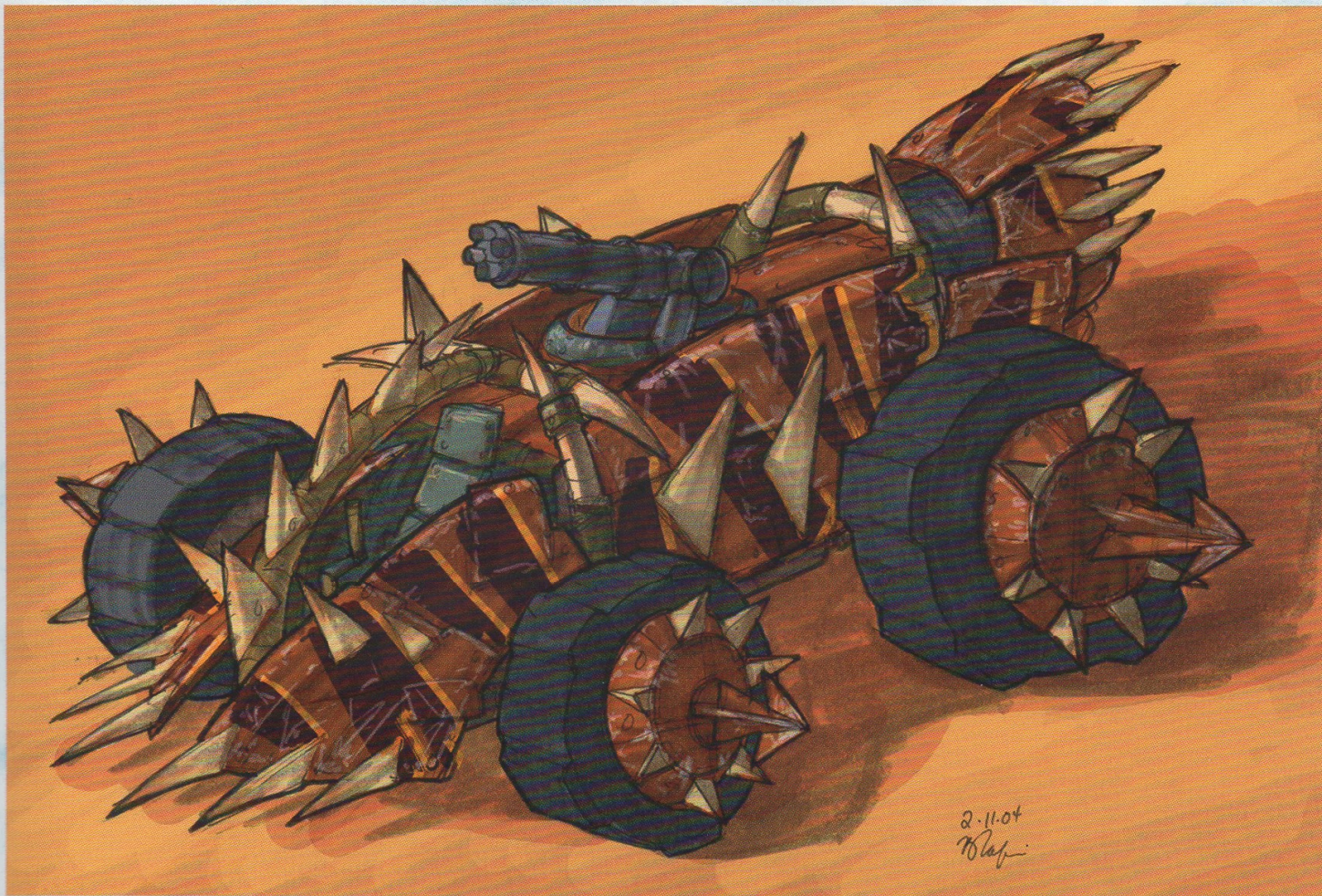
Desert Transport

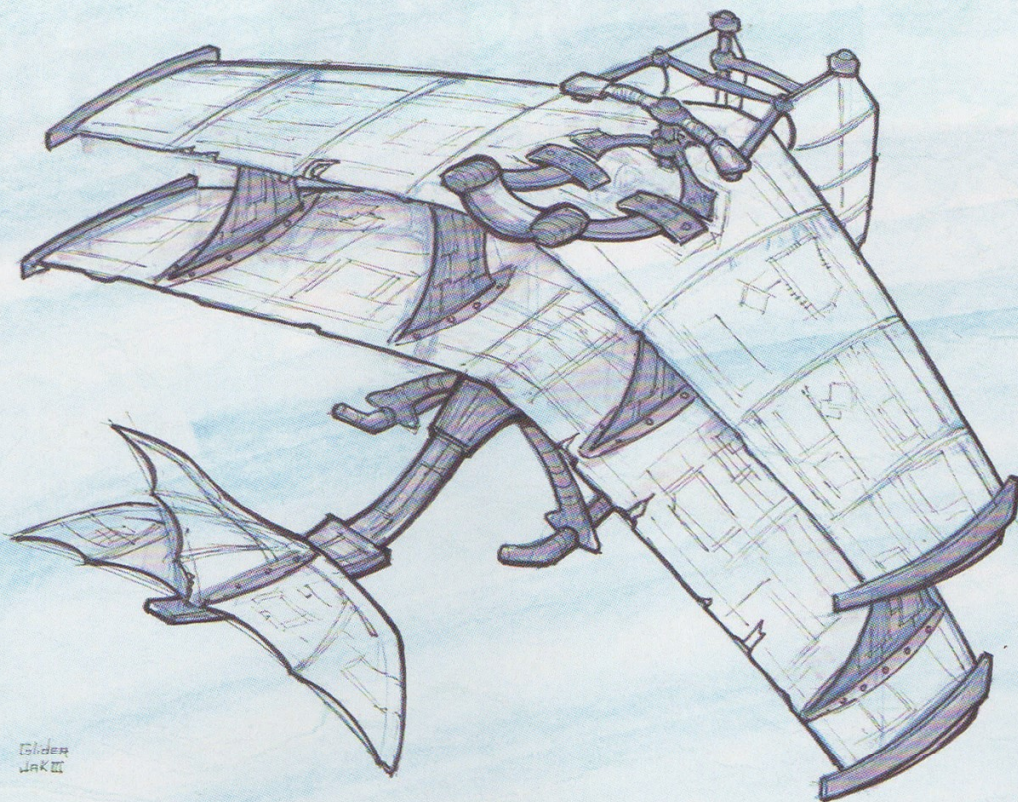


War Factory Vehicle



Mad Bug

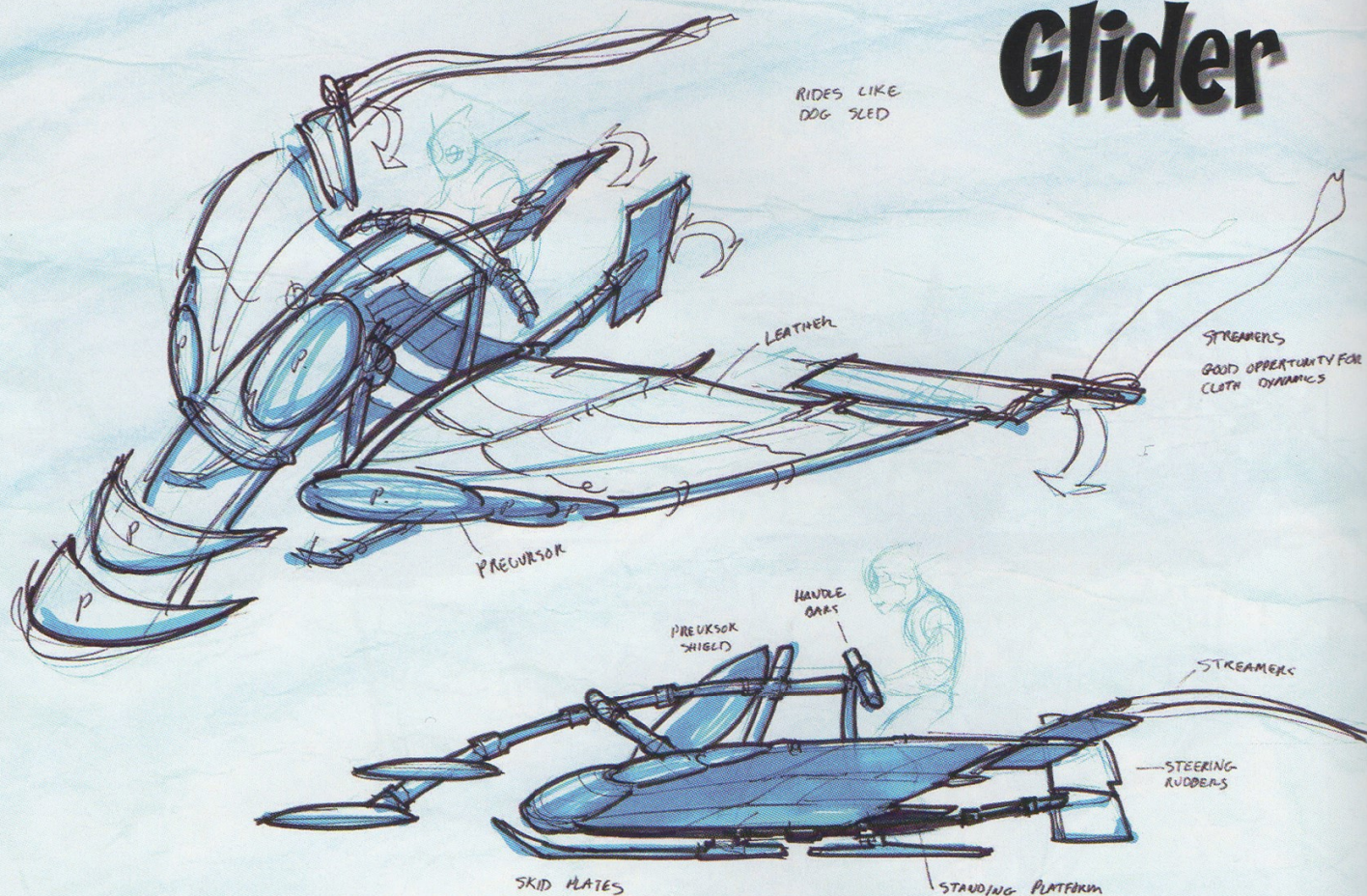




Colleen
JAK III

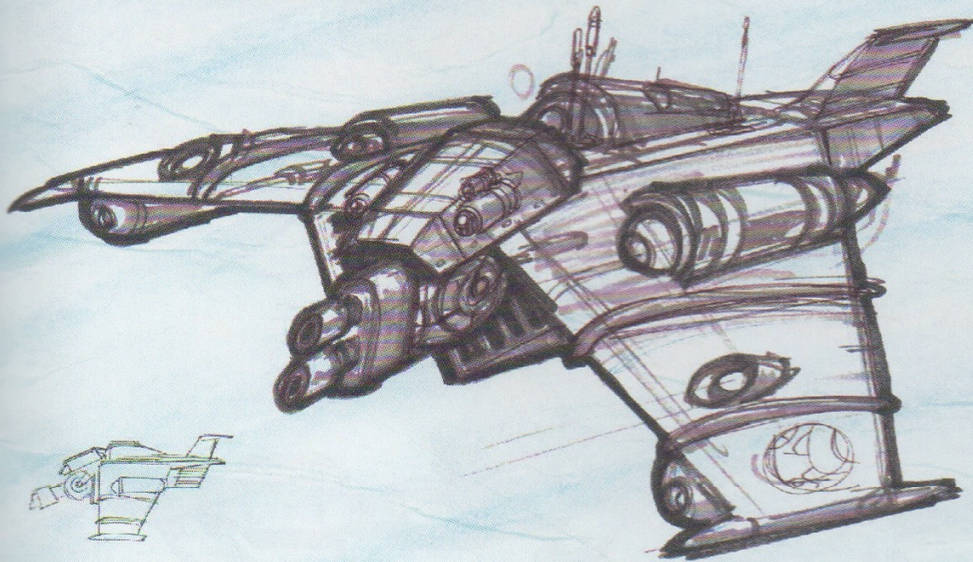
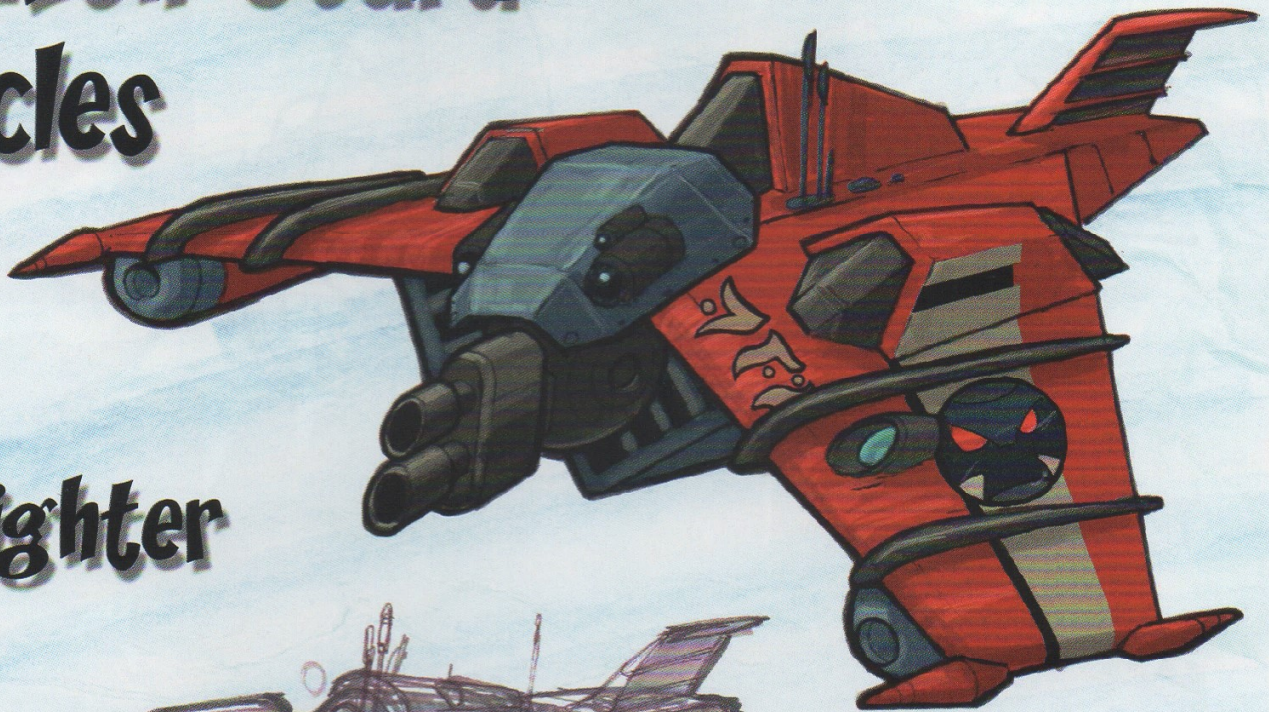
Glider

RIDES LIKE
DOG SLED

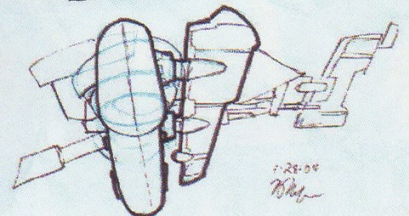
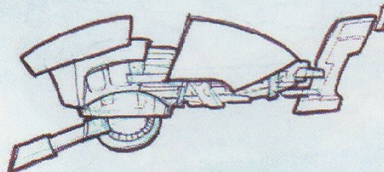
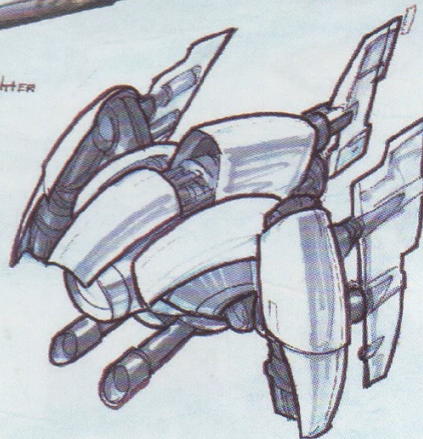
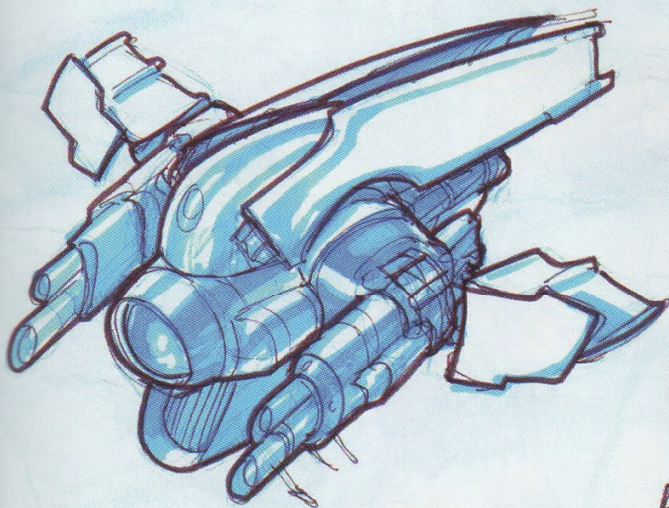


Krimzon Guard Vehicles

KG Fighter

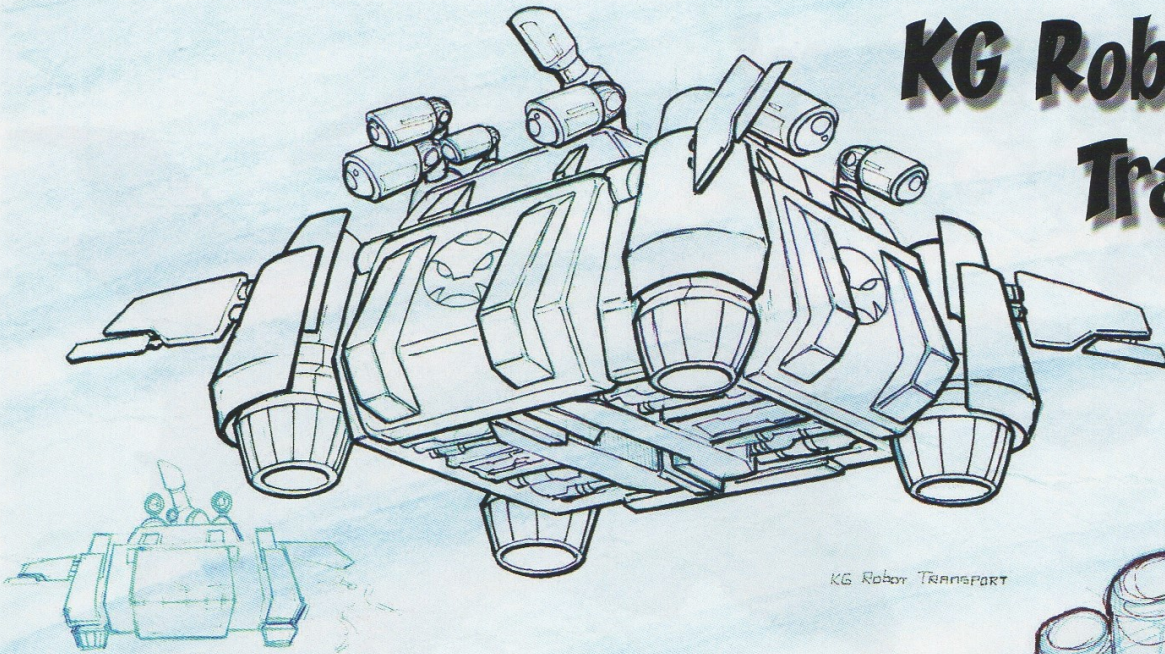


KG Flying Turret



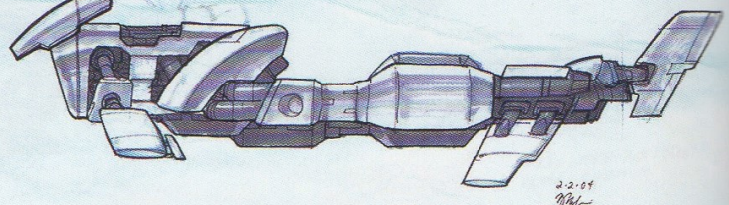
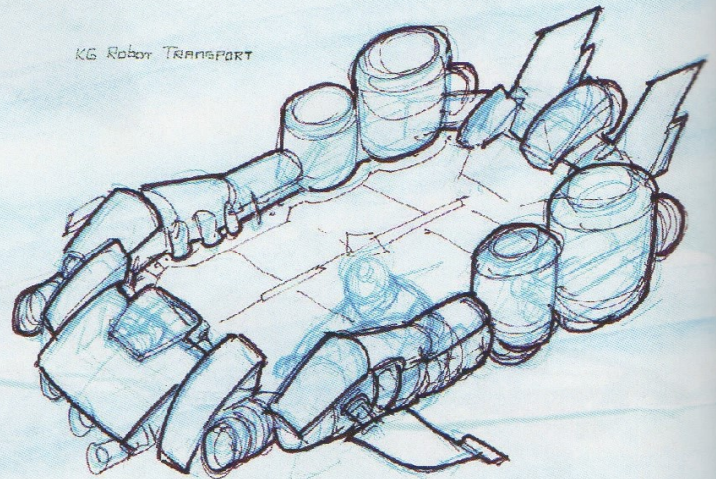
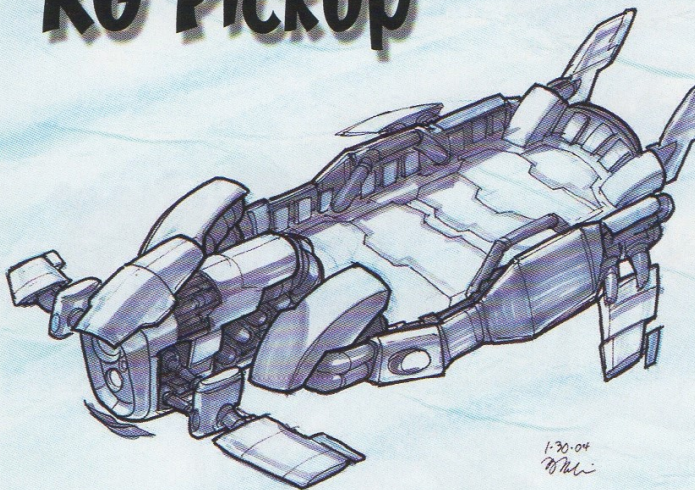
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N.D.

KG Robot Transport

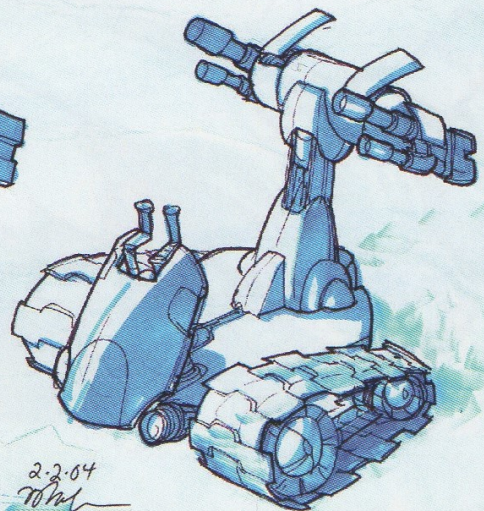
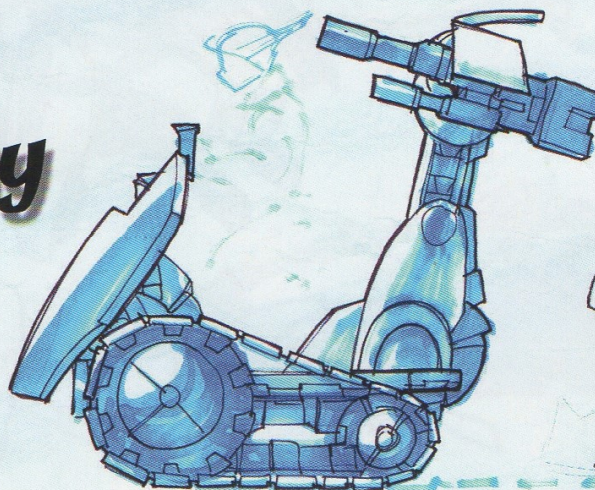


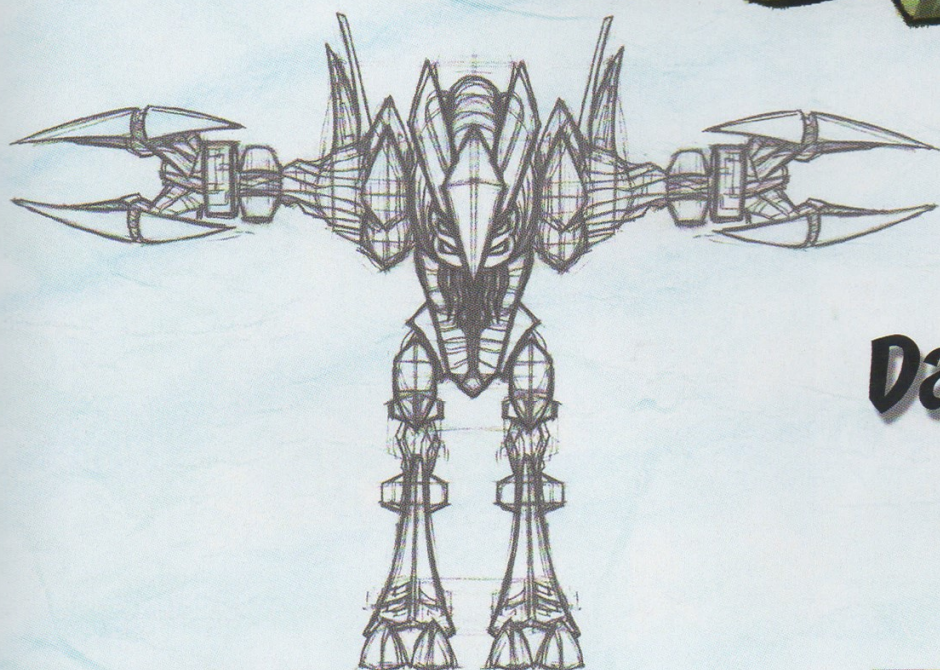
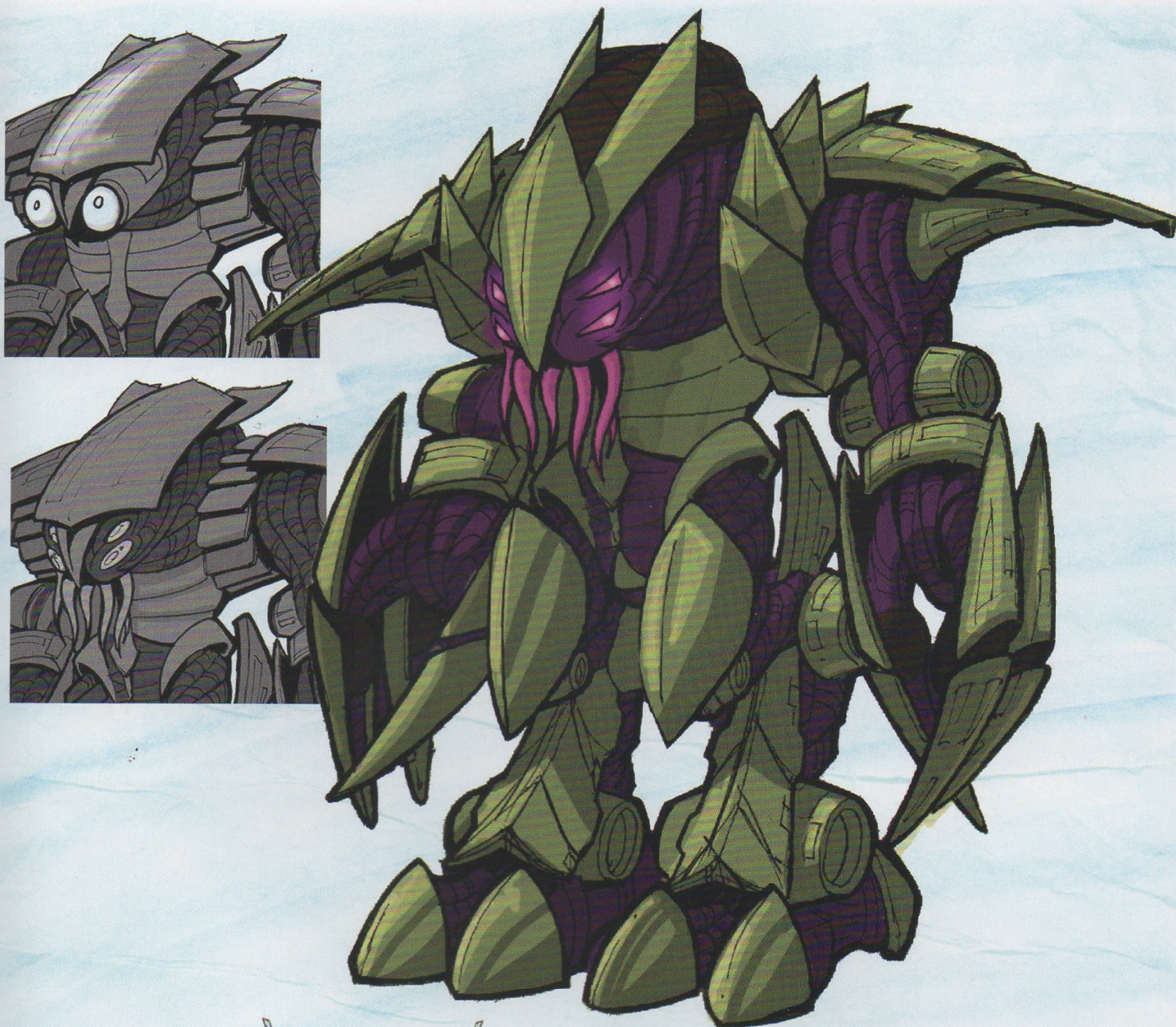
KG Robot Transport

KG Pickup



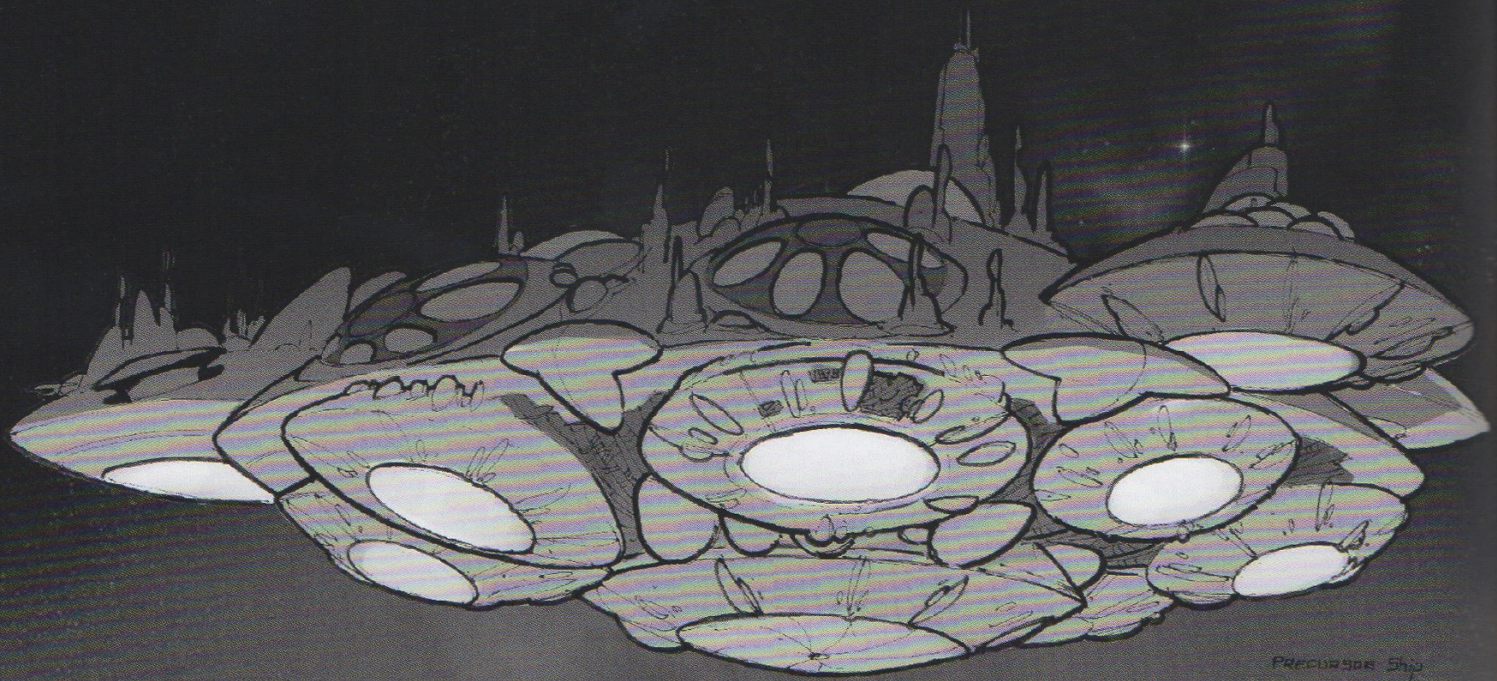
KG Segway





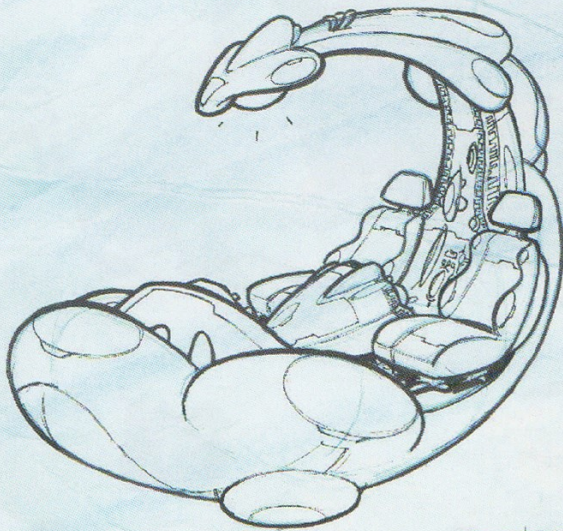
Dark Maker Mech



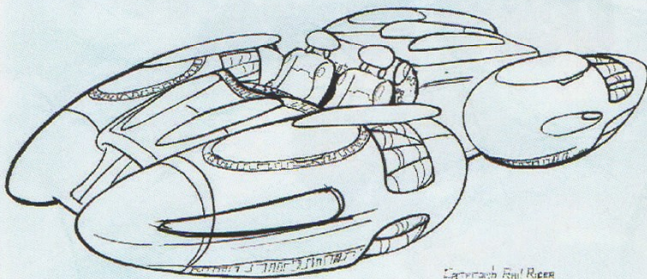


Precursor Ship

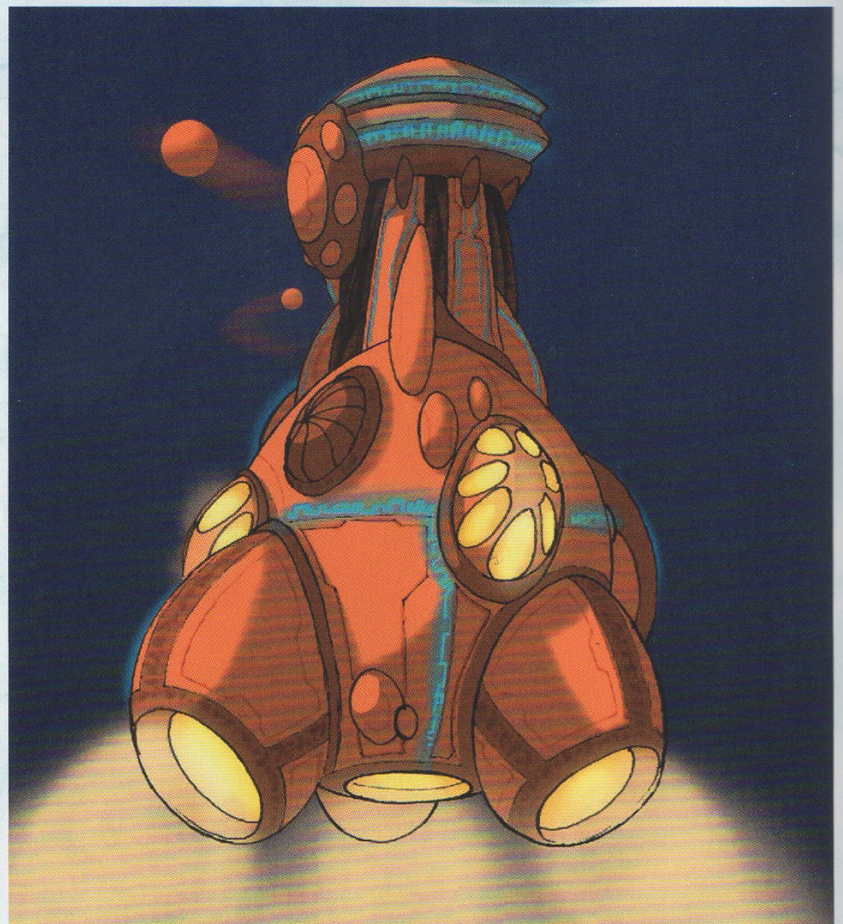
Precursor Ship



Crataegus Rail Rider



Crataegus Rail Rider



8

PLOT/STORY



Jak III

PROJECT GOALS

- **Jak III Action Epic set for October 1, 2004 Gold Master / Christmas 2004 release.**
- **Deep new story, with new characters, old favorites, and 1 hour of cinematic narrative driving the gameplay experience.**
- **Build from and expand the no load, free-form city gameplay**
- **New and improved A.I. city interactions**
- **Focus the gameplay to eliminate long travel distances between tasks**
- **Add new gameplay elements and evolve the Jak and Daxter play mechanics**
- **Solve the difficulty curve issues**
- **Use the substantial foundation of Jak II to make Jak III a more concentrated and polished game.**

JAK III GAMEPLAY MACRO

65 Total Missions

1 New mini-city

7 New Haven City sections

9 New area looks

4 New mini-games

3 Bosses

65 Mission Breakdown

3 Training Missions

6 Wasteland Missions

25 Haven City Missions

27 Level Missions (9 areas x 3)

4 mini-games

Story Synopsis

One year has passed since Jak and Daxter saved Haven City from Kor and his Metal Head onslaught, yet the anniversary brings no comfort. Haven City is still immersed in deadly chaos as three warring factions fight for control of the streets. The Underground, now openly called the Freedom League, bravely fight for the rights of the people. Led by Ashelin, with Torn and Samos as advisors, the Freedom League now face a surprisingly stubborn holdout of Metal Heads which regrouped after Kor's death.

To make matters worse, a large and growing contingent of mechanized Krimzon DeathBots have appeared in the city. These robotic Krimzon Guards are led by a mysterious commander and have attacked both the Metal Heads and the Freedom League in an attempt to take back the city in the name of their fallen Baron. The KG stronghold floats above the city, containing a secret KG War Factory somehow set to automatic production before the death of the Baron. The Factory is now churning out vast squads of killer machines with no end in sight.

During this time, the people of Haven have grown to distrust Jak's dark powers, and as rumors boil of Jak's friendship with Krew and Kor, the city blames Jak for their current circumstances. When the Palace is destroyed by a surprise Metal Head attack, even Ashelin cannot protect Jak as the High Council's power broker Count Veger forces Jak to be banished to a Wasteland island. Jak is flown out to the harsh island and dumped, but Daxter and Pecker bravely decide to stay with Jak, and together the three begin their new adventure.

And Continues....

Jak, Dexter, and Pecker grow weak from exposure as Jak deliriously remembers the terrible events that led to his banishment. The fact that even Jak's closest friends distrust his dark side, and even privately blame him for the sad turn of events, leaves Jak bitter and disillusioned. Jak remembers the terrible night of the Palace's destruction, and how as the great Palace fell, it tore open the ground, revealing ancient golden Precursor catacombs leading deep into the planet's core. Everyone realizes that the catacombs are somehow important, and rumors grow that there may be technology and weapons in the catacombs which can tip the balance of power in the favor of any one faction.

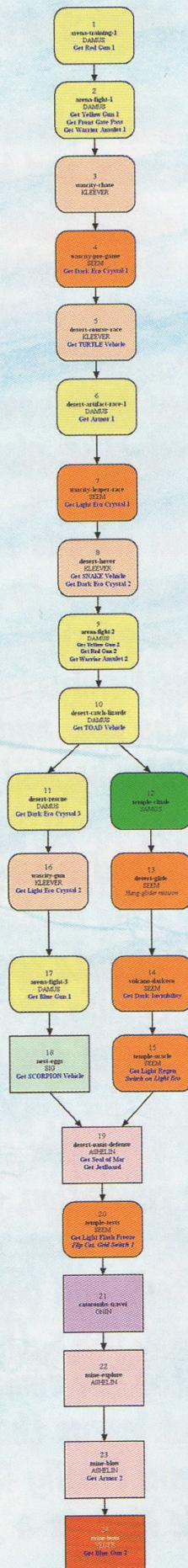
Jak and company are saved from certain death by Damus, the chieftain leader of a Wasteland outpost city called Spargus. The tough mercenary ruler takes Jak back to his small outpost and tells Jak is must work for his keep by completing dangerous missions and fighting in the City Arena to prove his worth and repay his life debt. During this time, Jak meets the monk Seem, a strange albino leader of the Golden Order of Precursor Monks. Seem believes Jak's coming is the great sign his order has been looking for, and sure enough, when Jak pays a visit to the Monk Temple his actions cause, the fabled Day Star to appear in the sky. Seem tells Jak the remaking of the world by the Precursors is close at hand. Jak tells Seem about the strange Precursor catacombs he saw, and Seem confirms their place in the prophecy, saying they must descend those catacombs to find the Precursor Planet Seed - the deep place where the planet was first formed by the ancient ones. At this time, Jak learns that Damus and his Wastelander mercenaries have their own plans to repay Haven City for their cruel rejection & they intend to attack the city! They ask Jak to join them. Soon Jak's loyalties are challenged as he struggles with who his friends really are and who he should help.

The Story Continues....

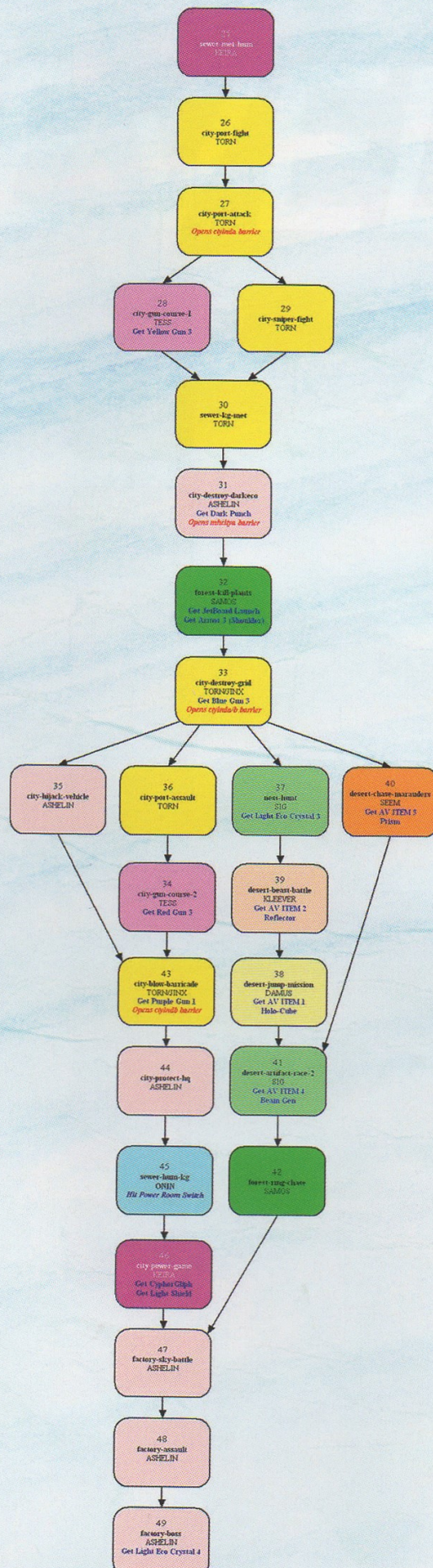
As the situation at Haven city deteriorates, Ashelin sends an emergency message begging Jak to come back and help her take and hold the strange Precursor catacombs from the other fighting factions. Ashelin fears that the Metal Heads and Krimzon Guard Robots are working together and that if they gain control of the catacombs, then the power shift will destroy the Freedom League. Unsure of his loyalties, Jak reluctantly returns to the city only to find that Veger has taken over the Freedom League, with Torn and Ashelin buying into his seductive plan.

Working on his own to help his friends fight back against the KG Robot and Metal Head onslaught, Jak's return to the city begins a fierce struggle for control and a desperate series of missions to tip the balance. There is a high price, however, to pay before this final triumph can be realized. The Day Star continues to grow brighter in the sky, and Seem finally reveals that the star is in fact a Precursor Planet Builder headed for their world to "erase and remake" the unfinished planet as the Precursor's intended! Now, even as Jak fights for control of the city, he must also find a way to awaken his own planet's Precursor Core to save everyone from certain destruction and historical oblivion. The struggle finally leads Jak deep into the catacombs of the planet where the true secret of the Precursors is finally revealed. Jak finds that he is a pawn in an ancient struggle for domination of the planet, a struggle which the Precursors have orchestrated to decide survival of the fittest species! In the eyes of the Precursors, whoever wins this struggle survives, the other factions are doomed to death! With this revelation, the power struggle intensifies as the Freedom League, Metal Heads, Krimzon Guards, and Wastelanders battle to prove their worth to the Precursors and become the final heir to the planet. Ultimately, Jak must face his worst fears, the loss of close friends, and dangerous hidden agendas as he tries to stop the remaking of the world and complete his final destiny. In the process, Jak learns the truth about his mysterious origin, who the Precursors really are, and finally faces his ultimate evolution as Jak takes his mythic place beside Mar as a greatest Champion of the Precursors!

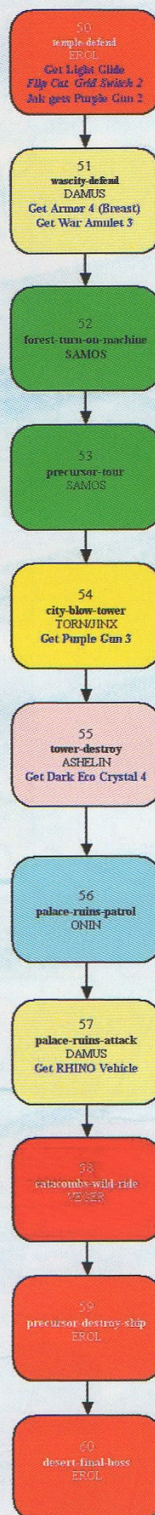
ACT ONE - The Wasteland



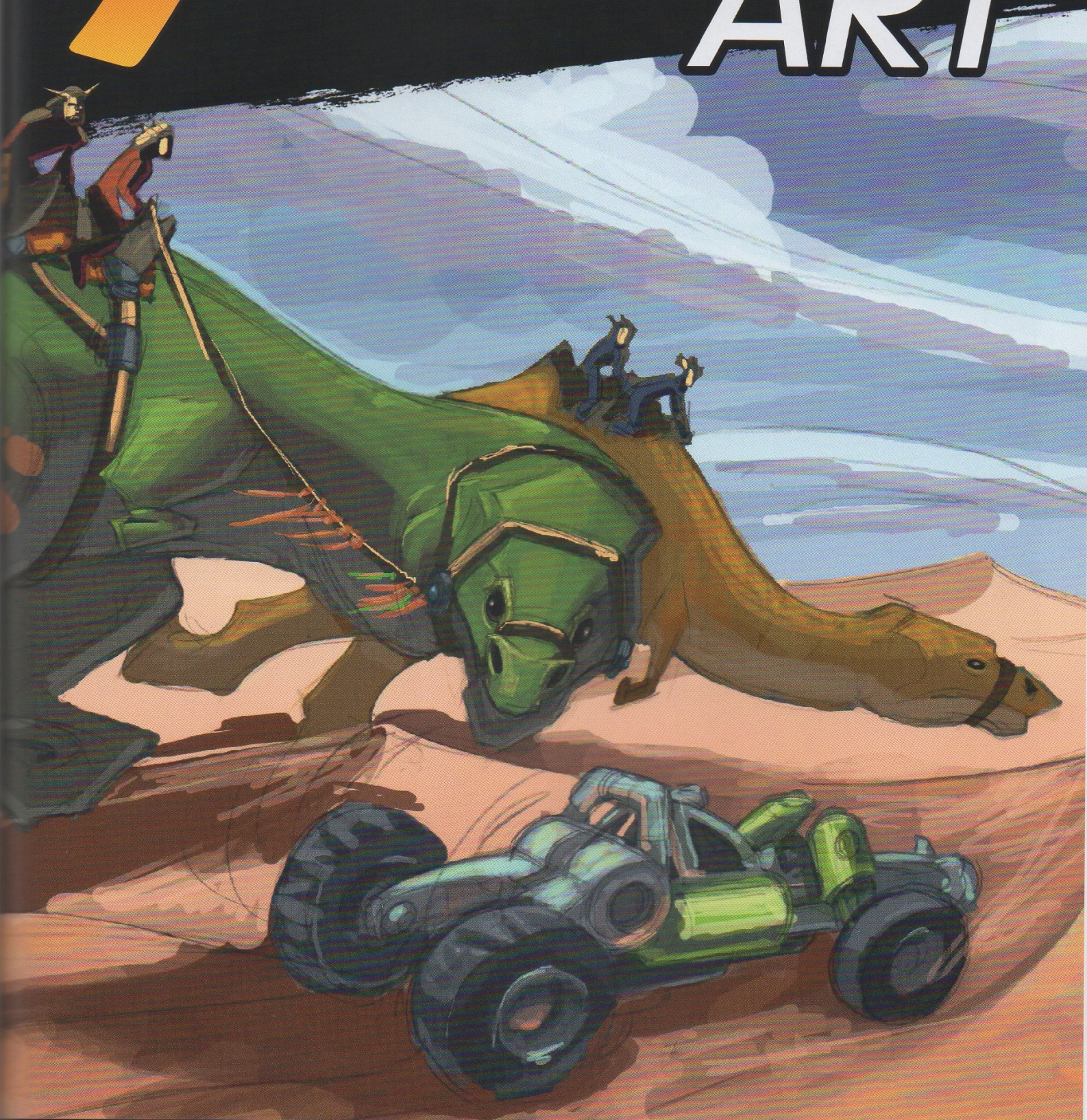
ACT TWO - Fight for the City



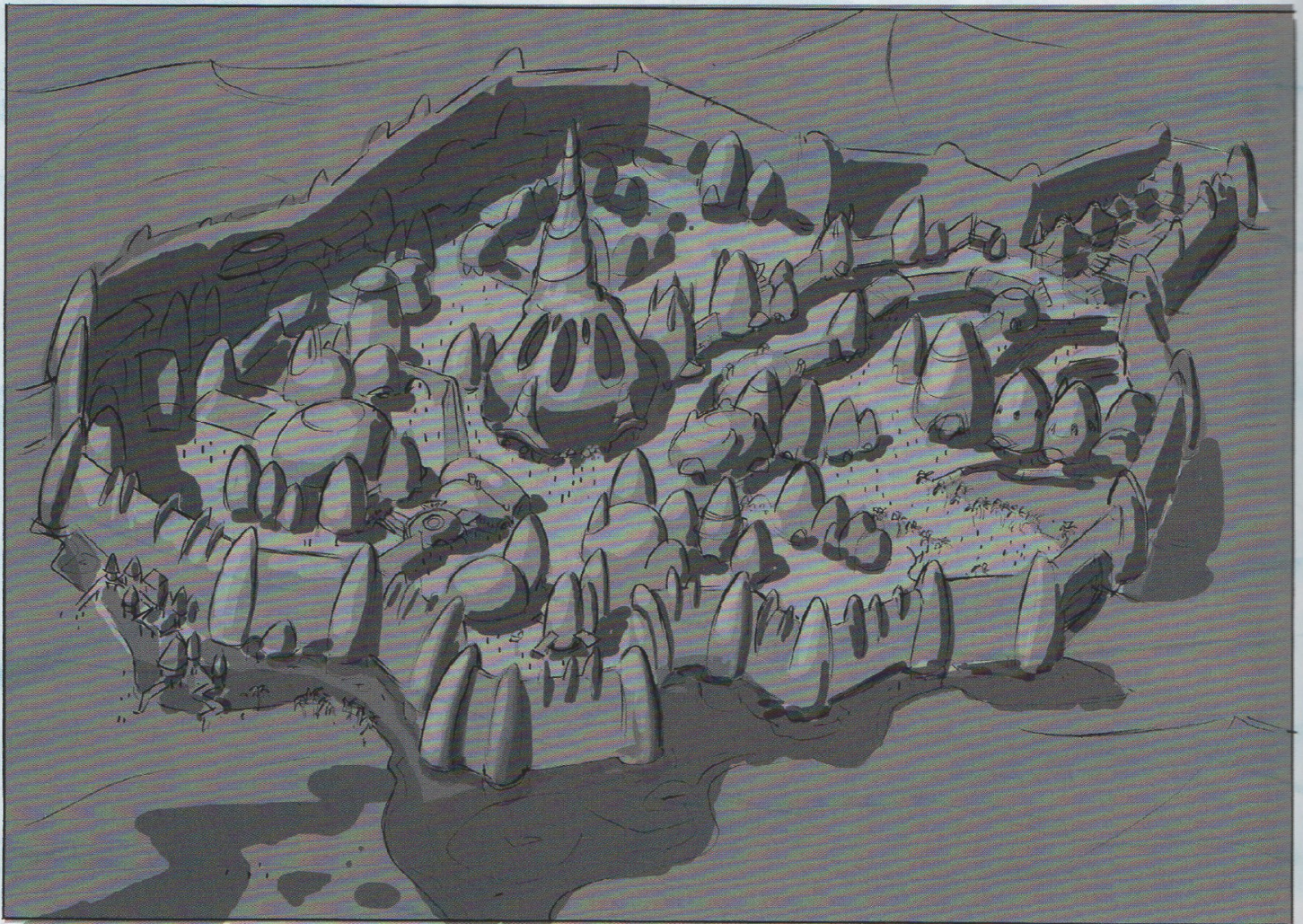
ACT THREE - The Dark Ship



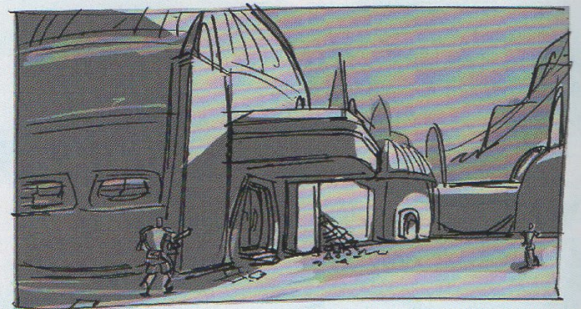
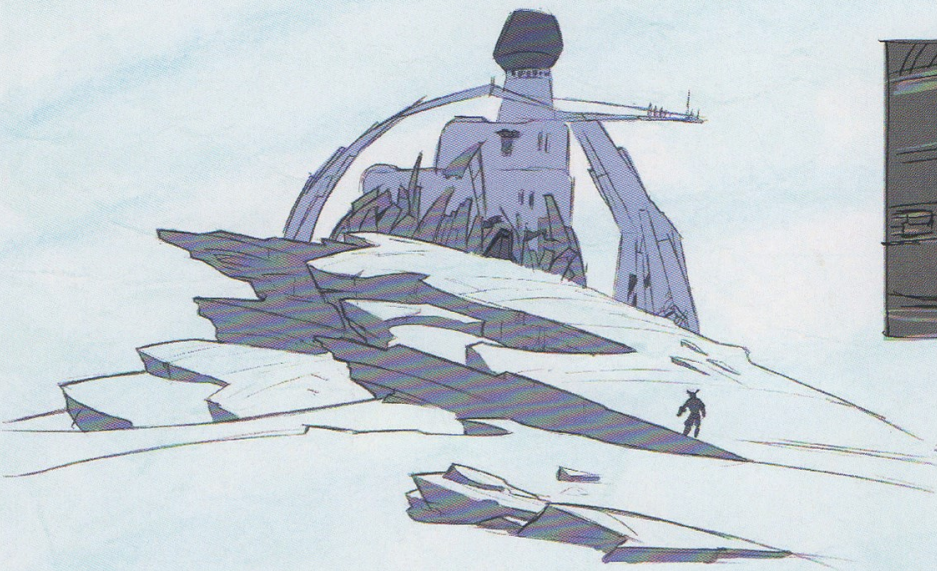
9 LEVEL ART

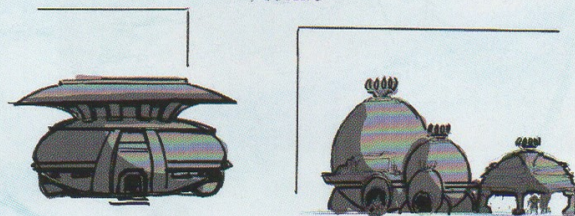
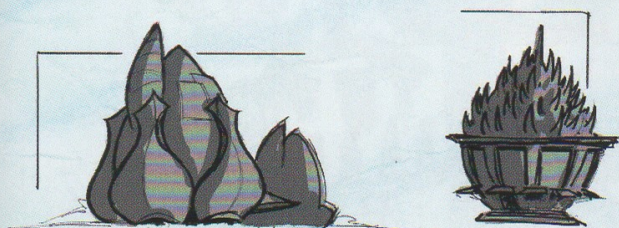
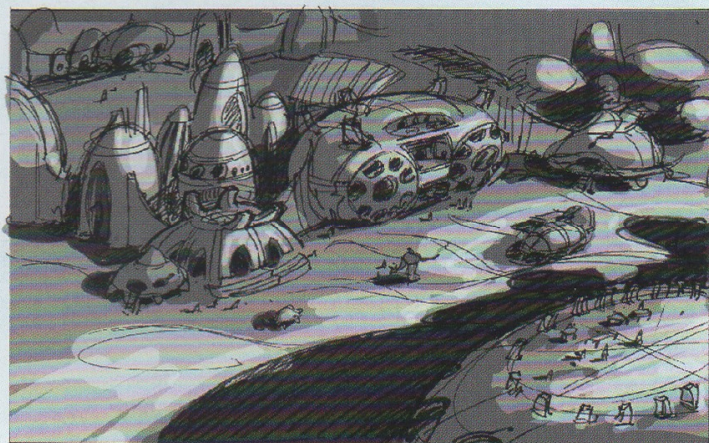
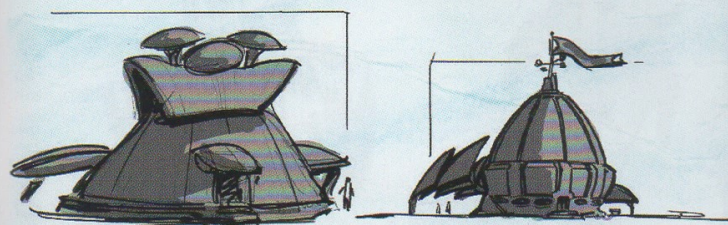
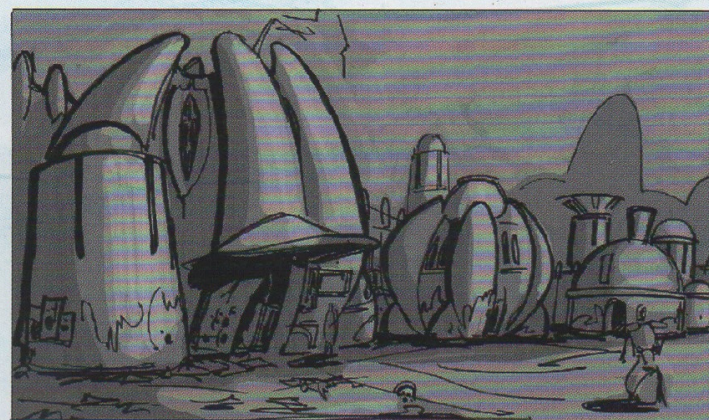
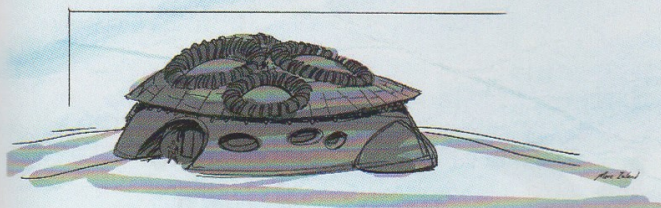
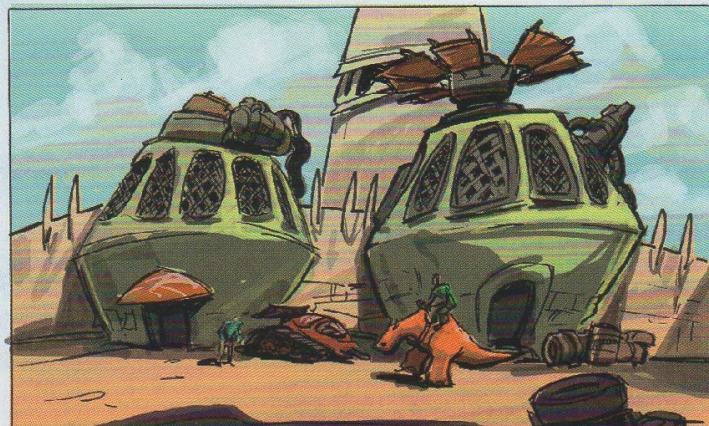
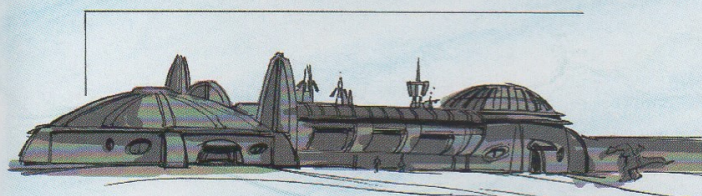
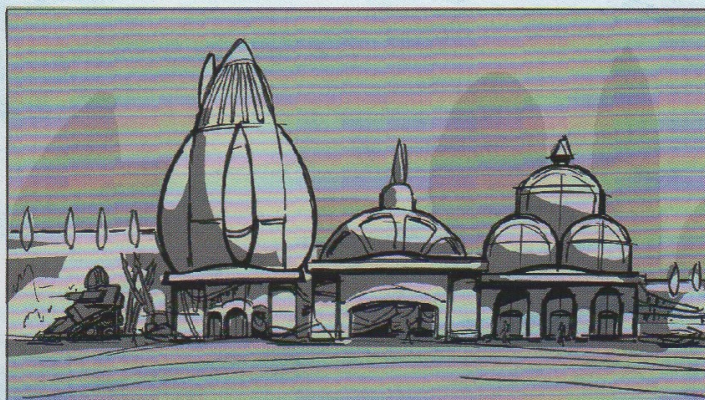
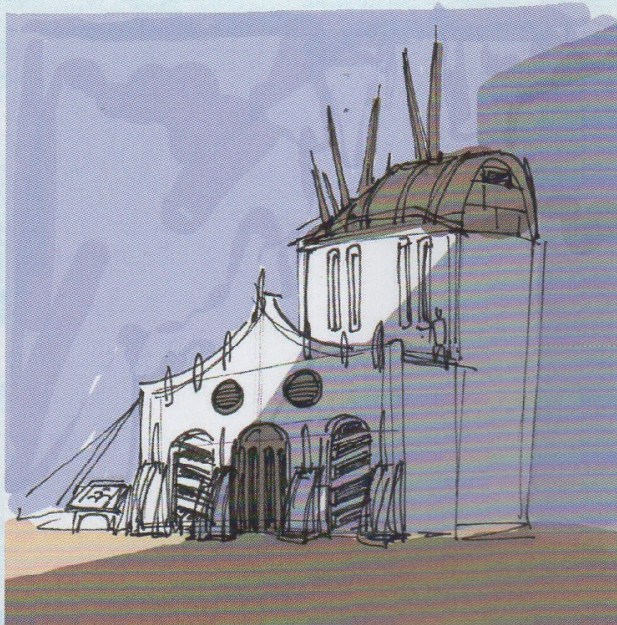


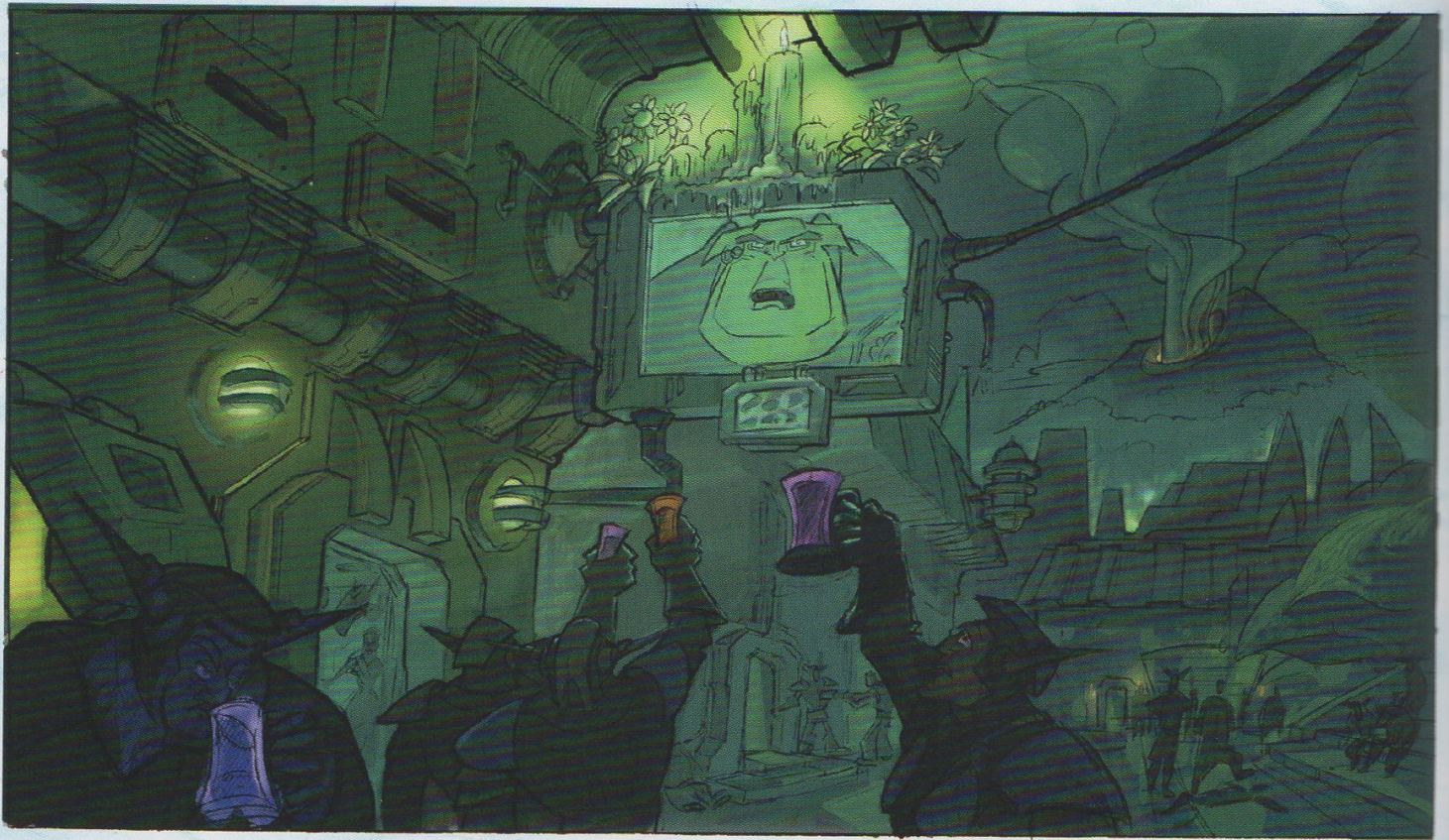
Wasteland City



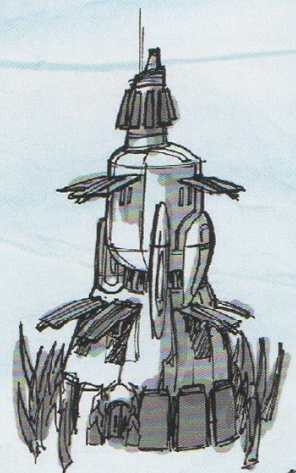
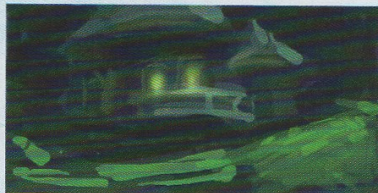
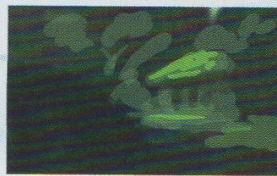
Merc Island



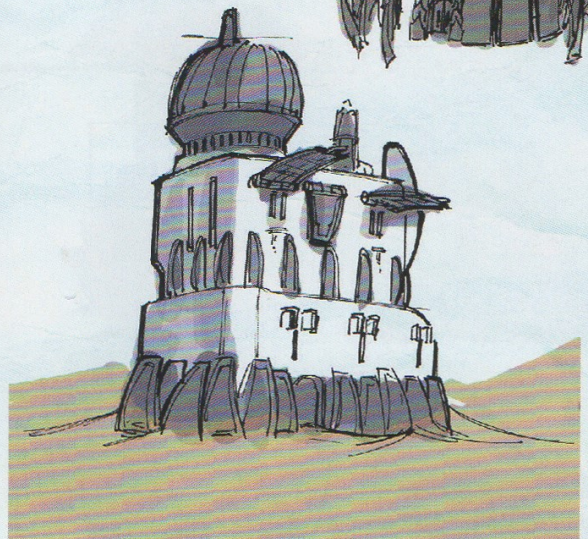
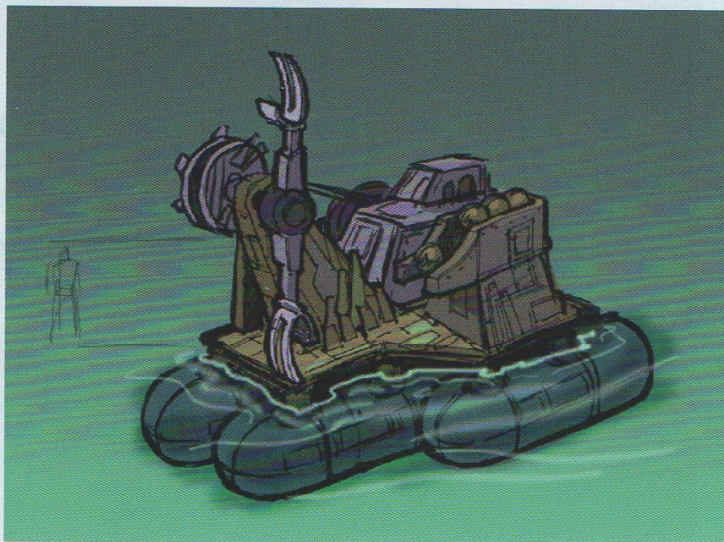




More Island



More Island



Wasteland



CACTUS



ALIEN PALM TREE

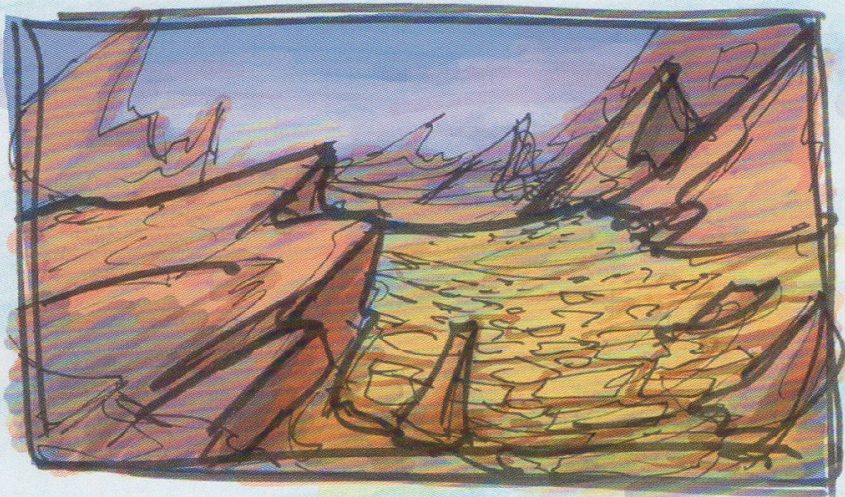
KNARLED TREE

DIRVES

SAMBA TREE

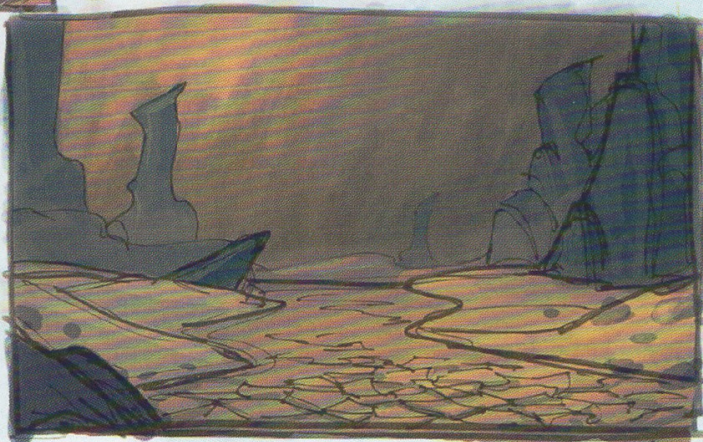
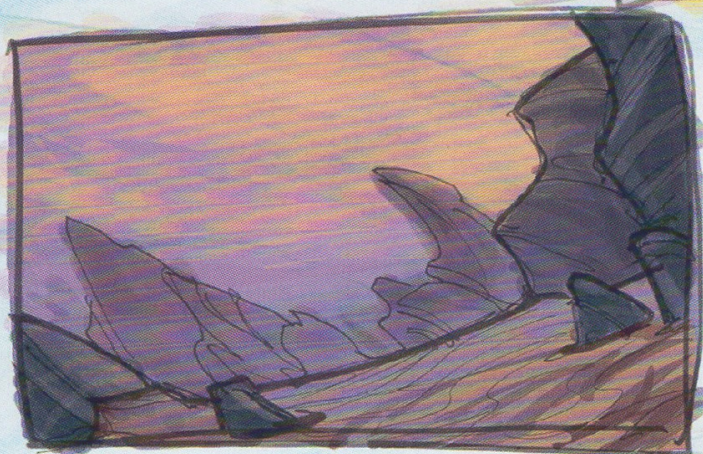
POKEY TREE

WASTELAND PLANT STUDY
01/21/04



Wasteland

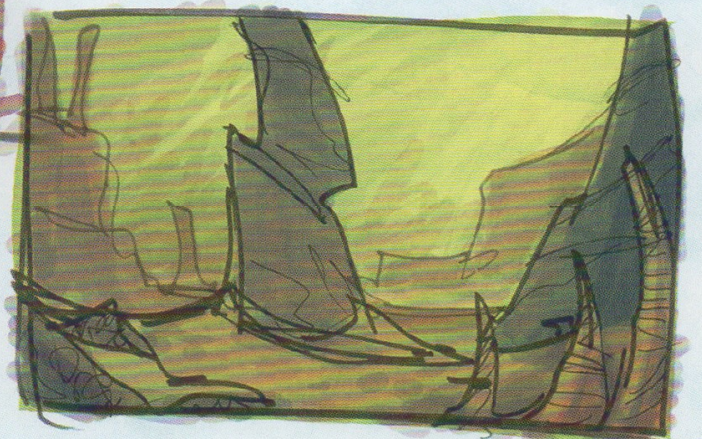
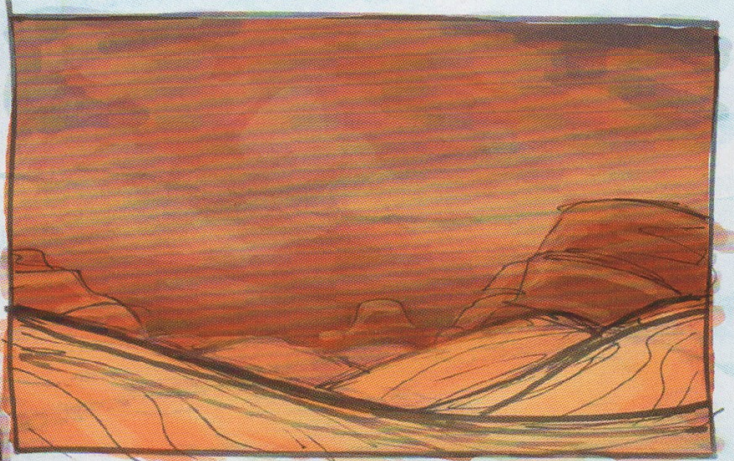
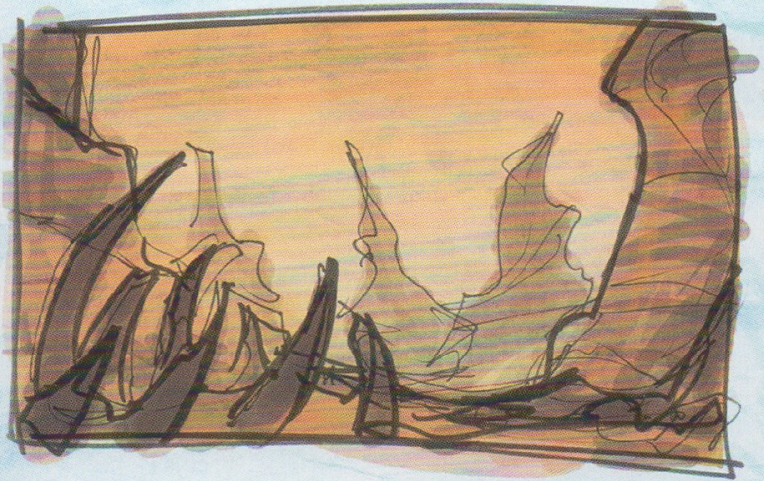
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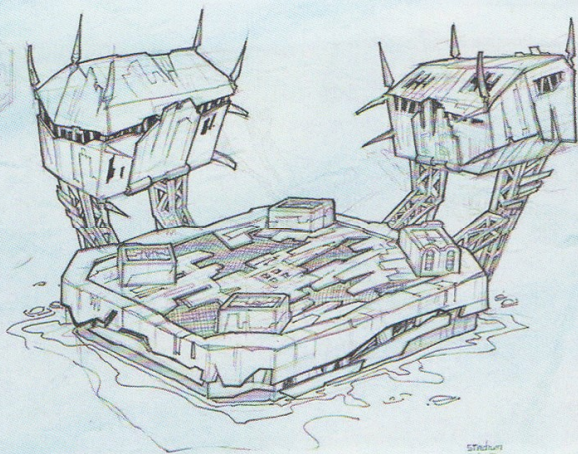
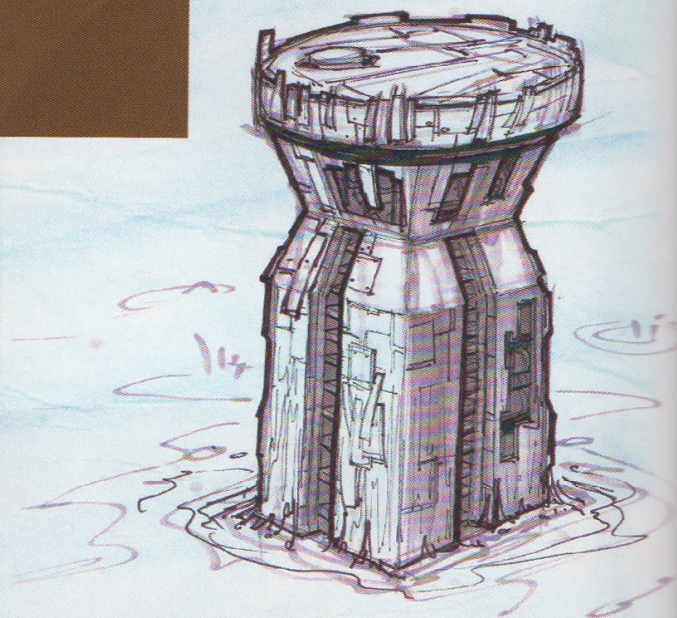
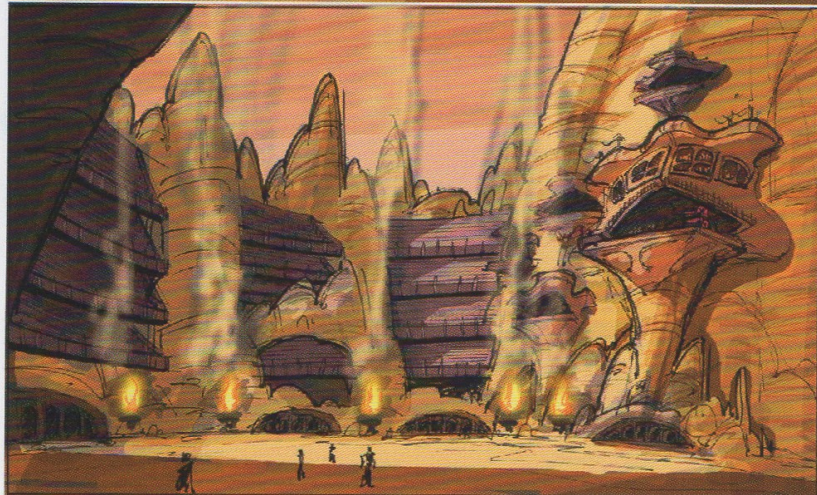
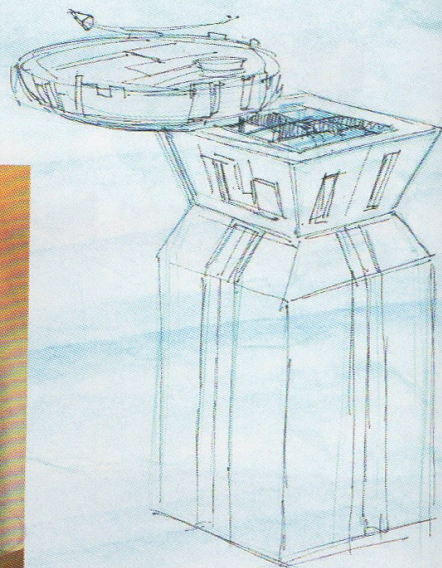
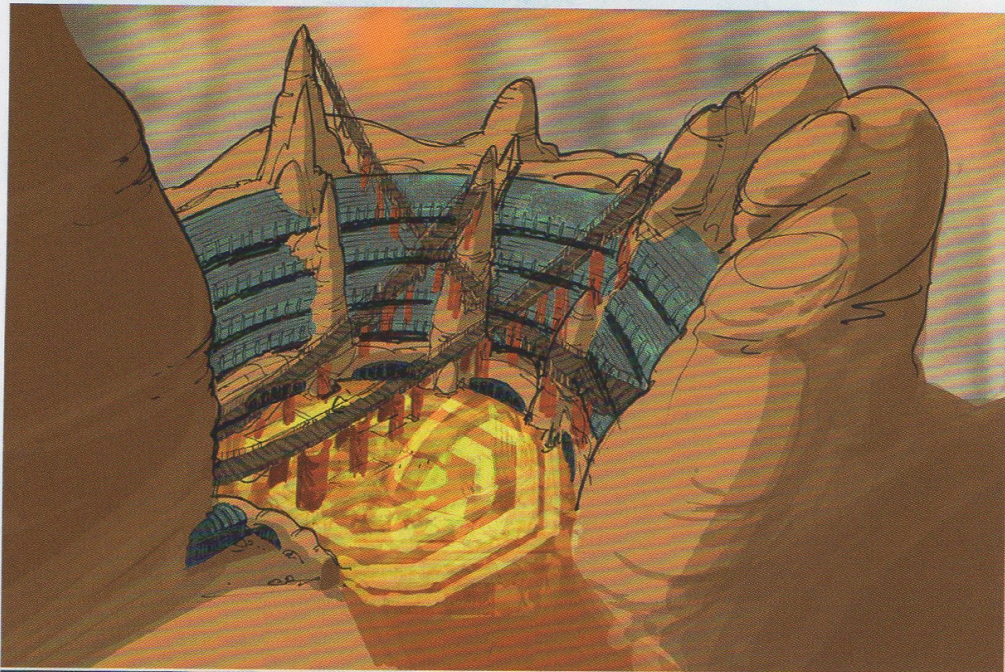
9.16.03 WASTE LAND *Philly*

Wasteland

>> reference images



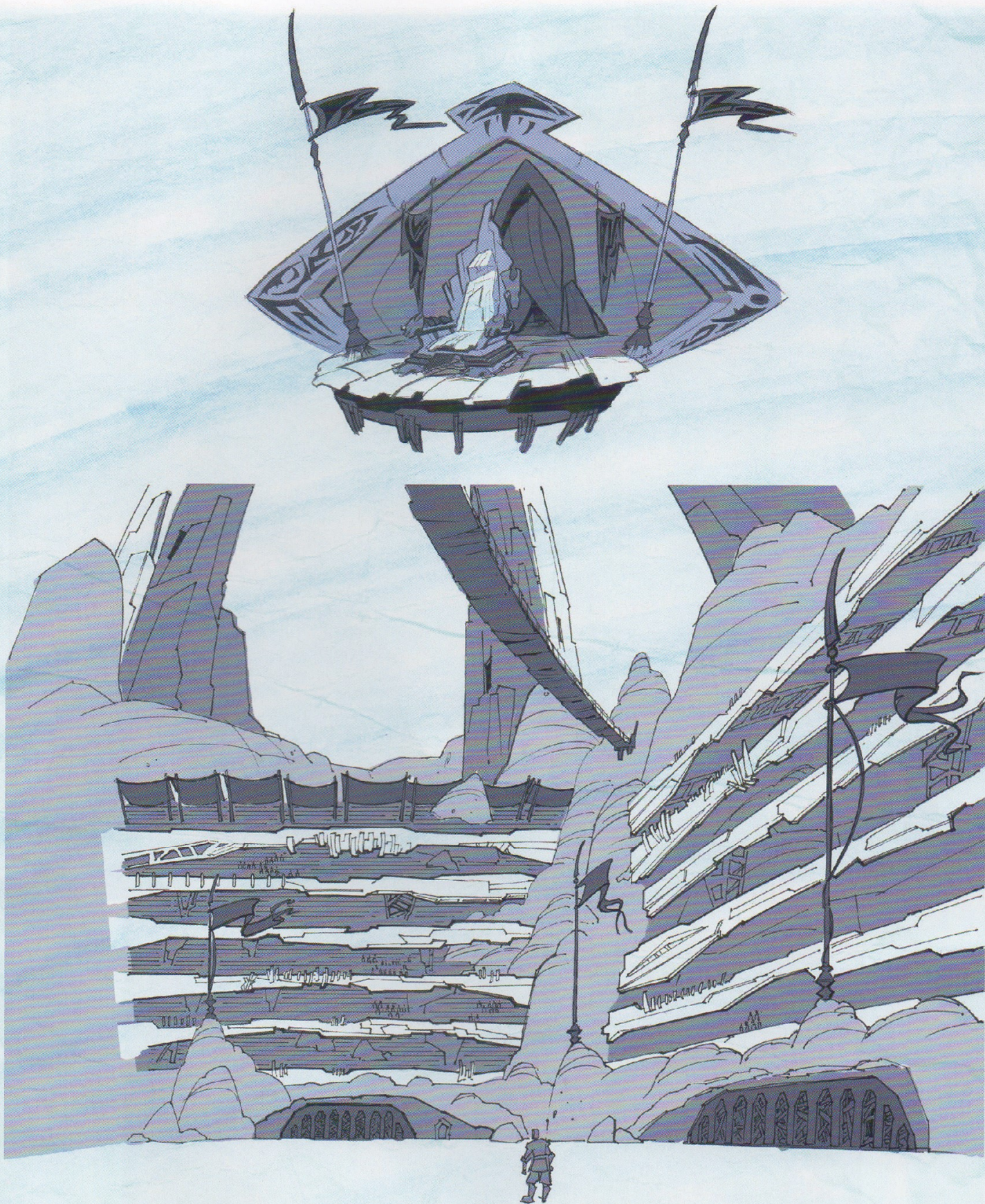
Wasteland Stadium



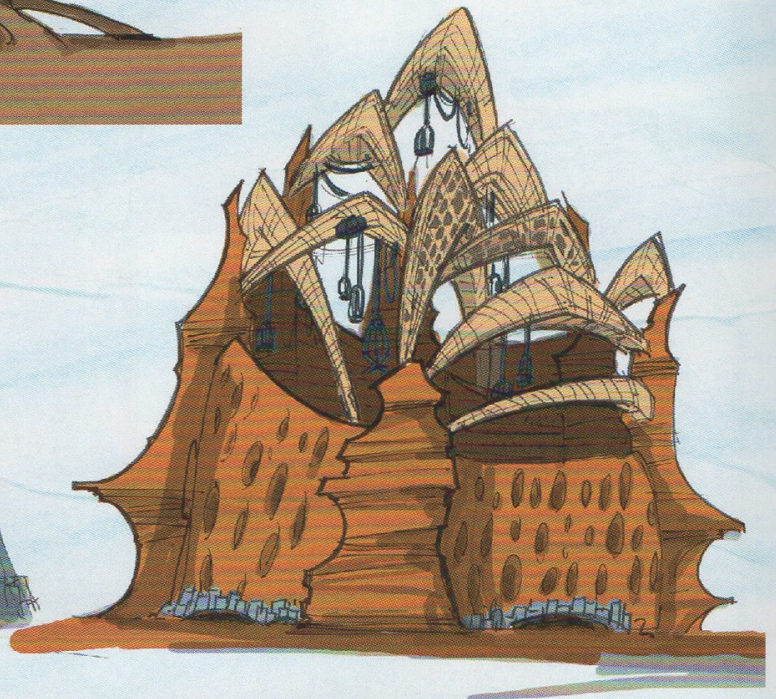
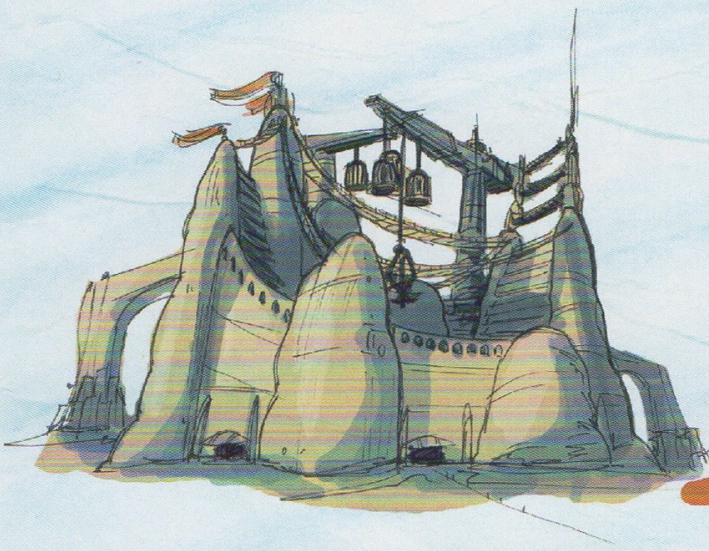
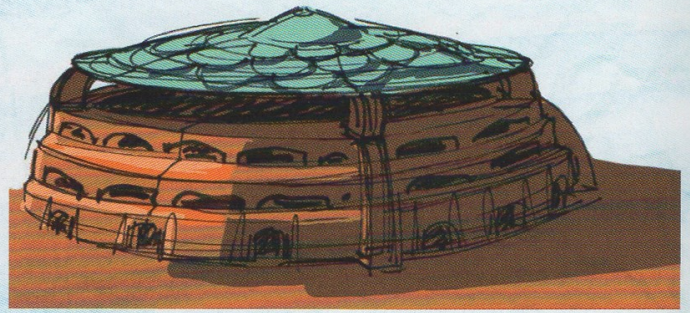
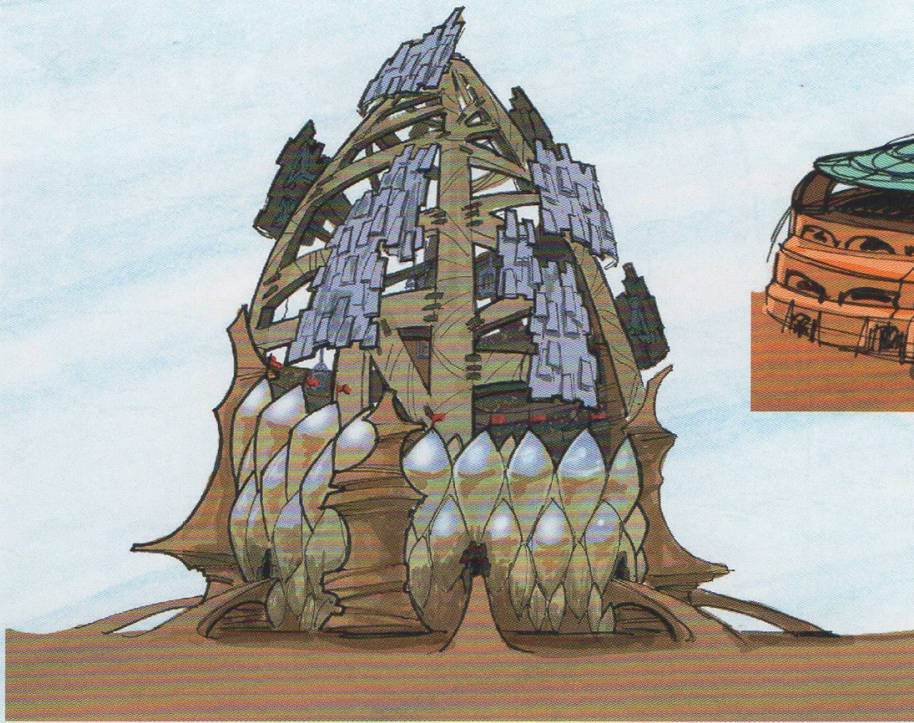
Stadium
Right View
JMS

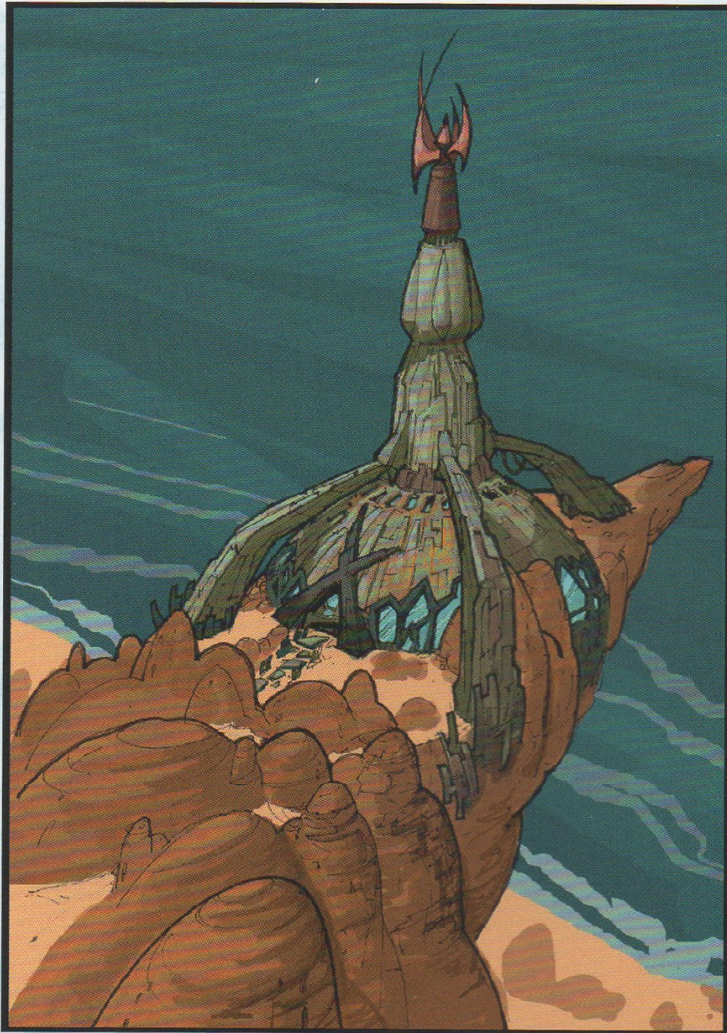


Stadium Ext.

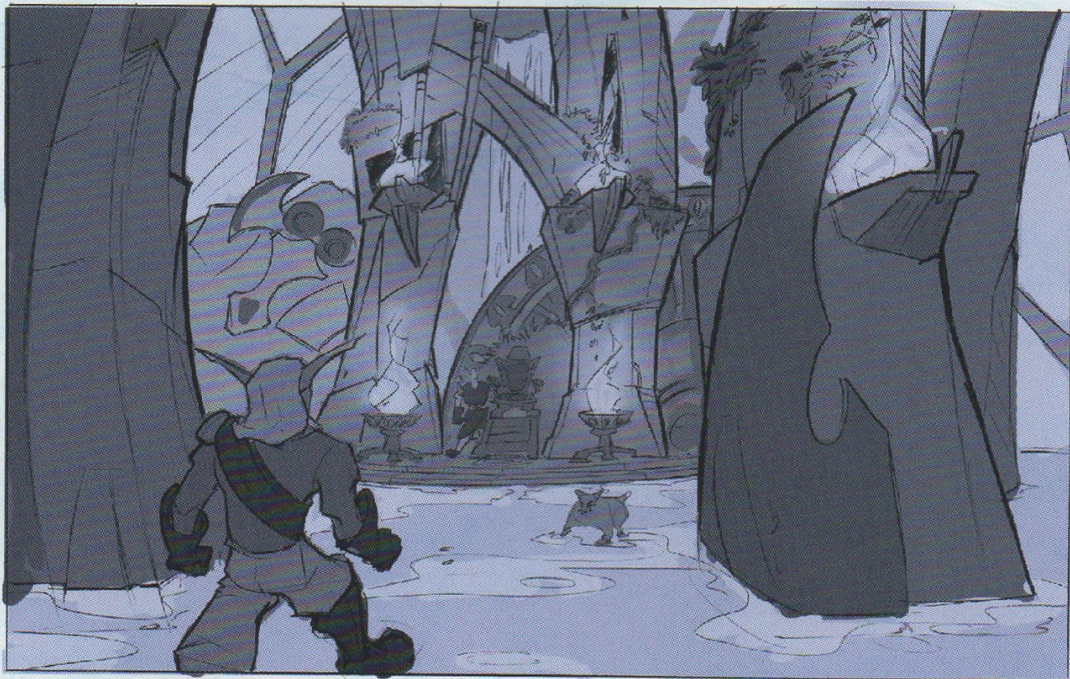


Stadium Int.
10/1/03 JAKW



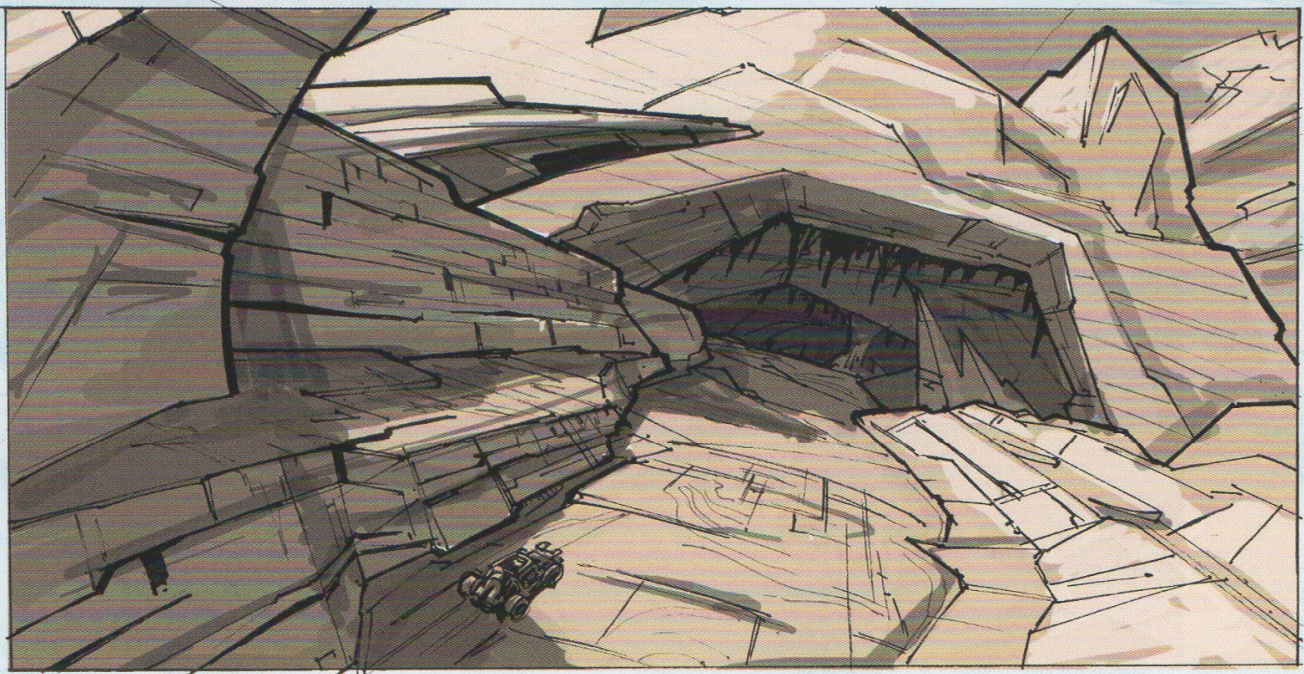
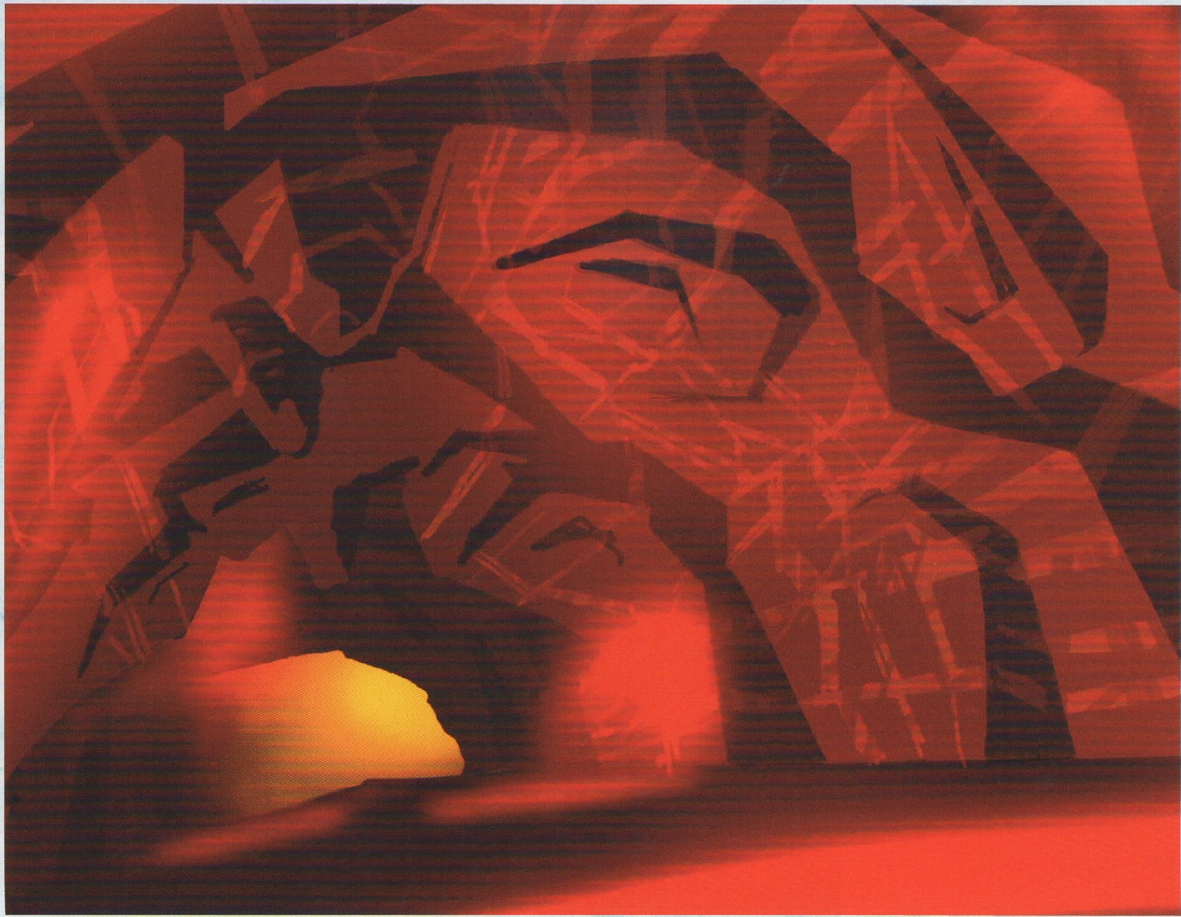


Wasteland Palace



*Police Interior
11/22/02*

Desert Nest



Mine

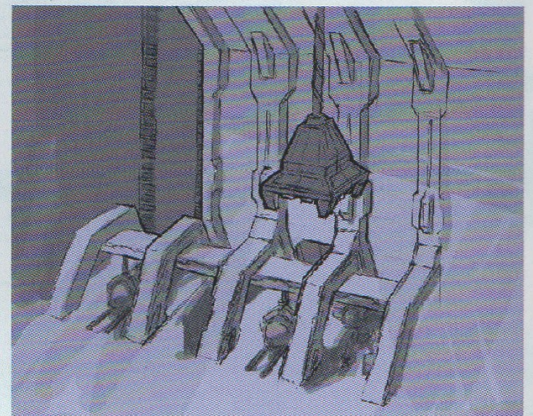
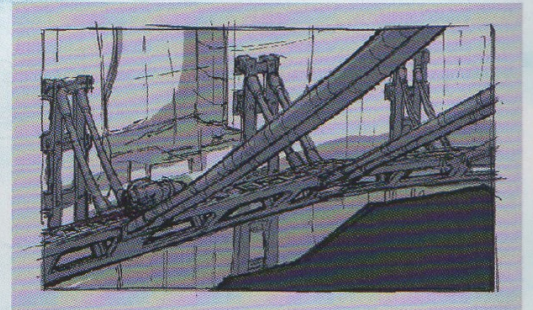
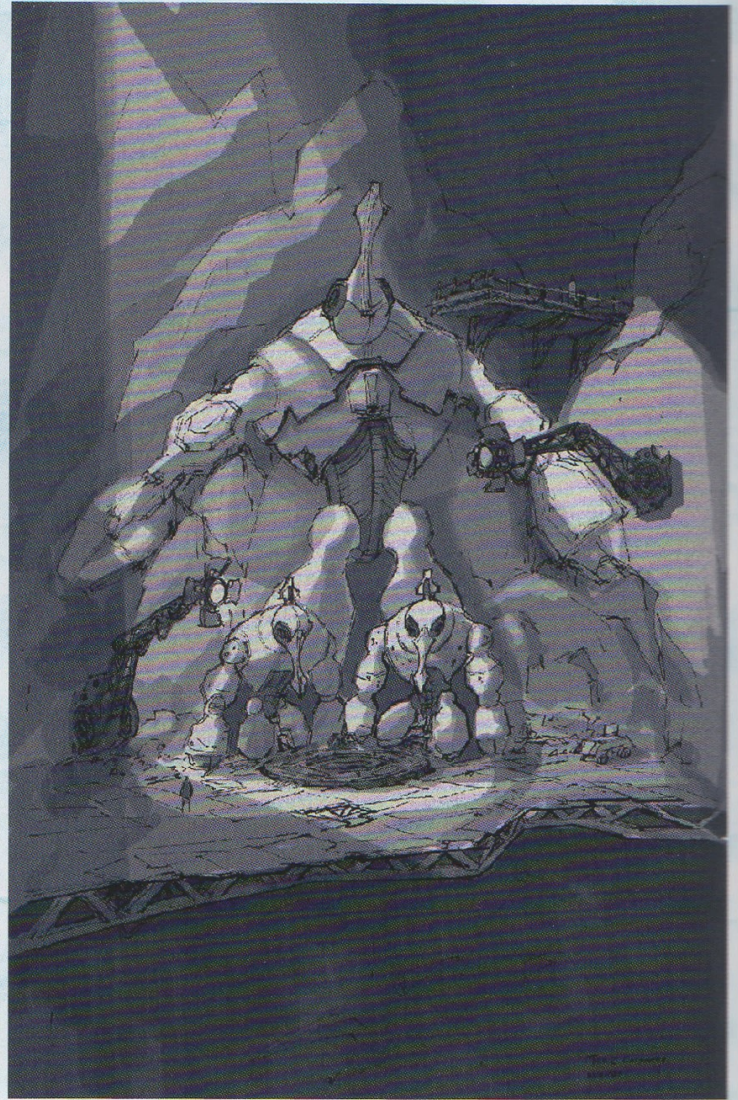
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images

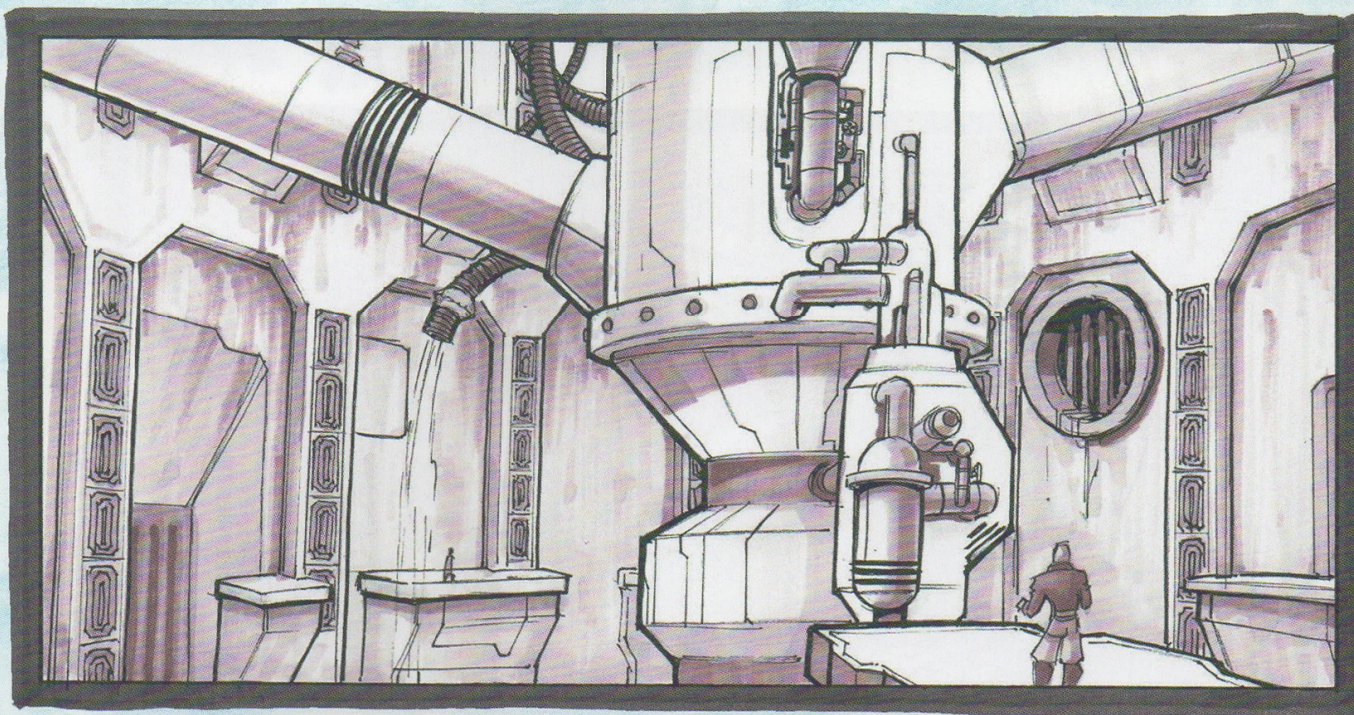


Mine
9/17/03



Mine
9/18/03
Joh. III





SEWER

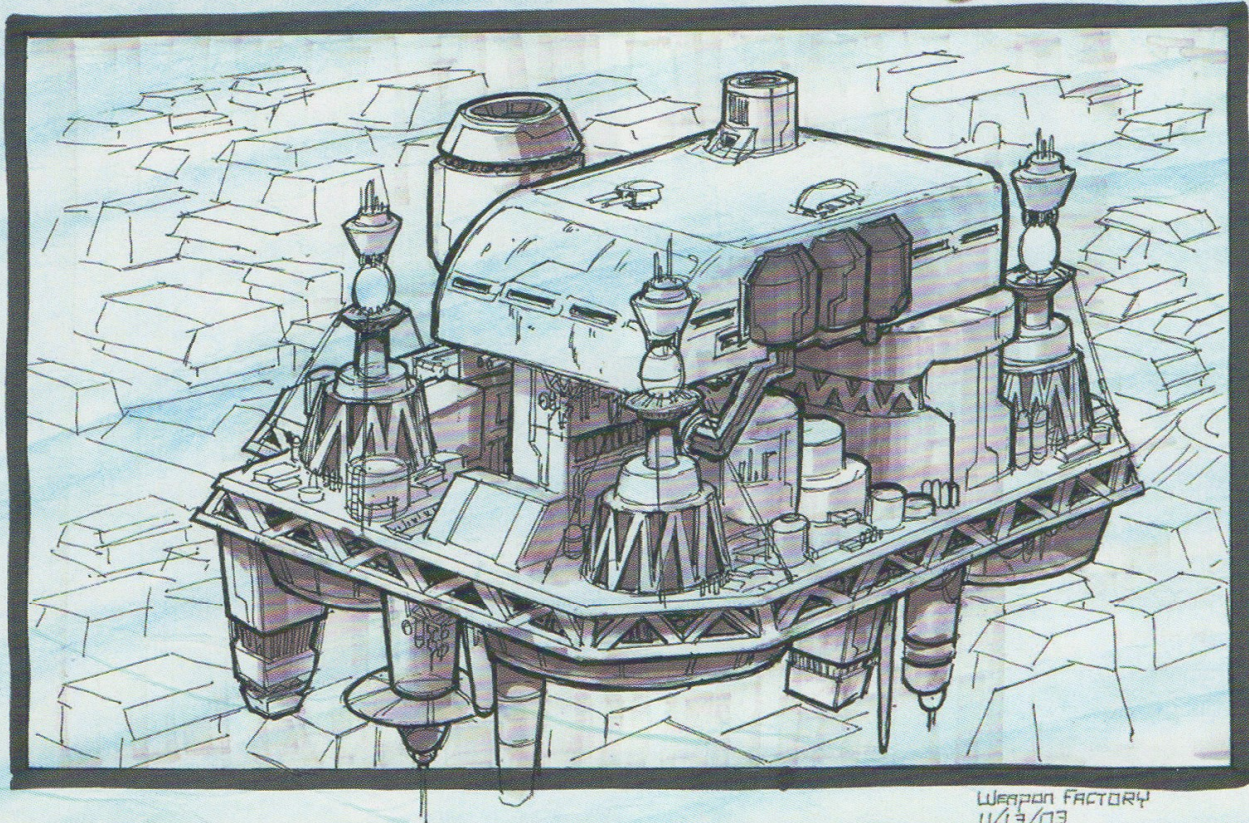
Sewer

Oasis

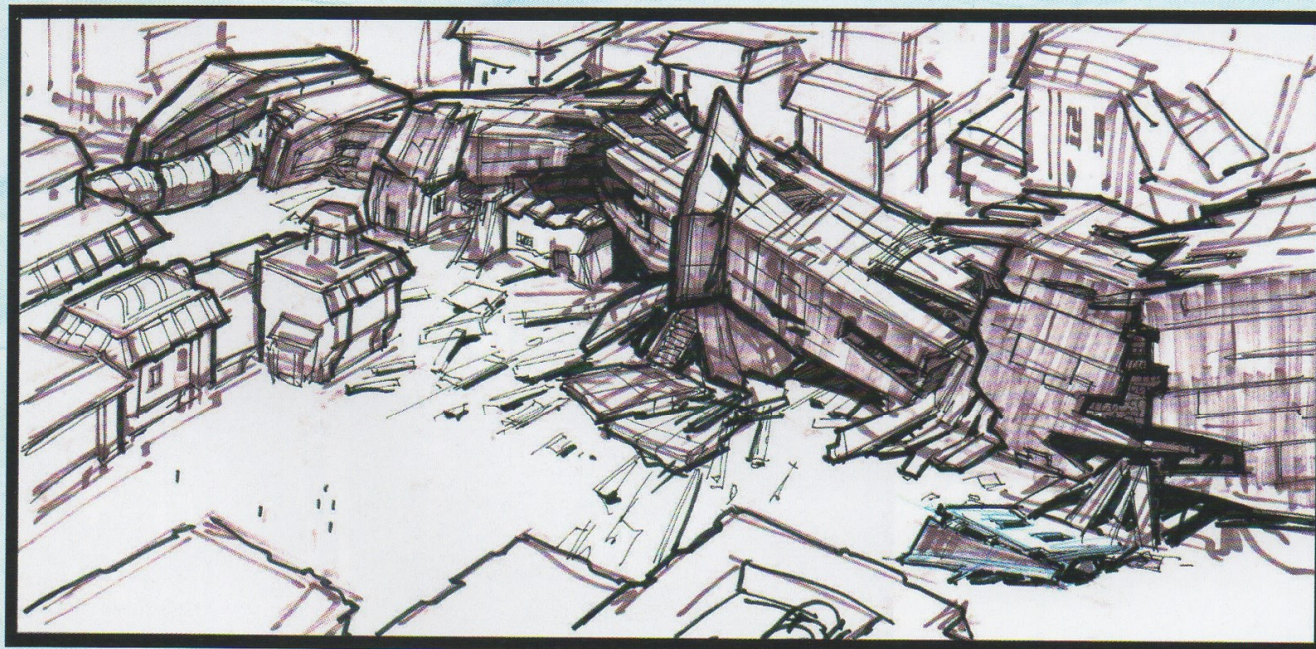
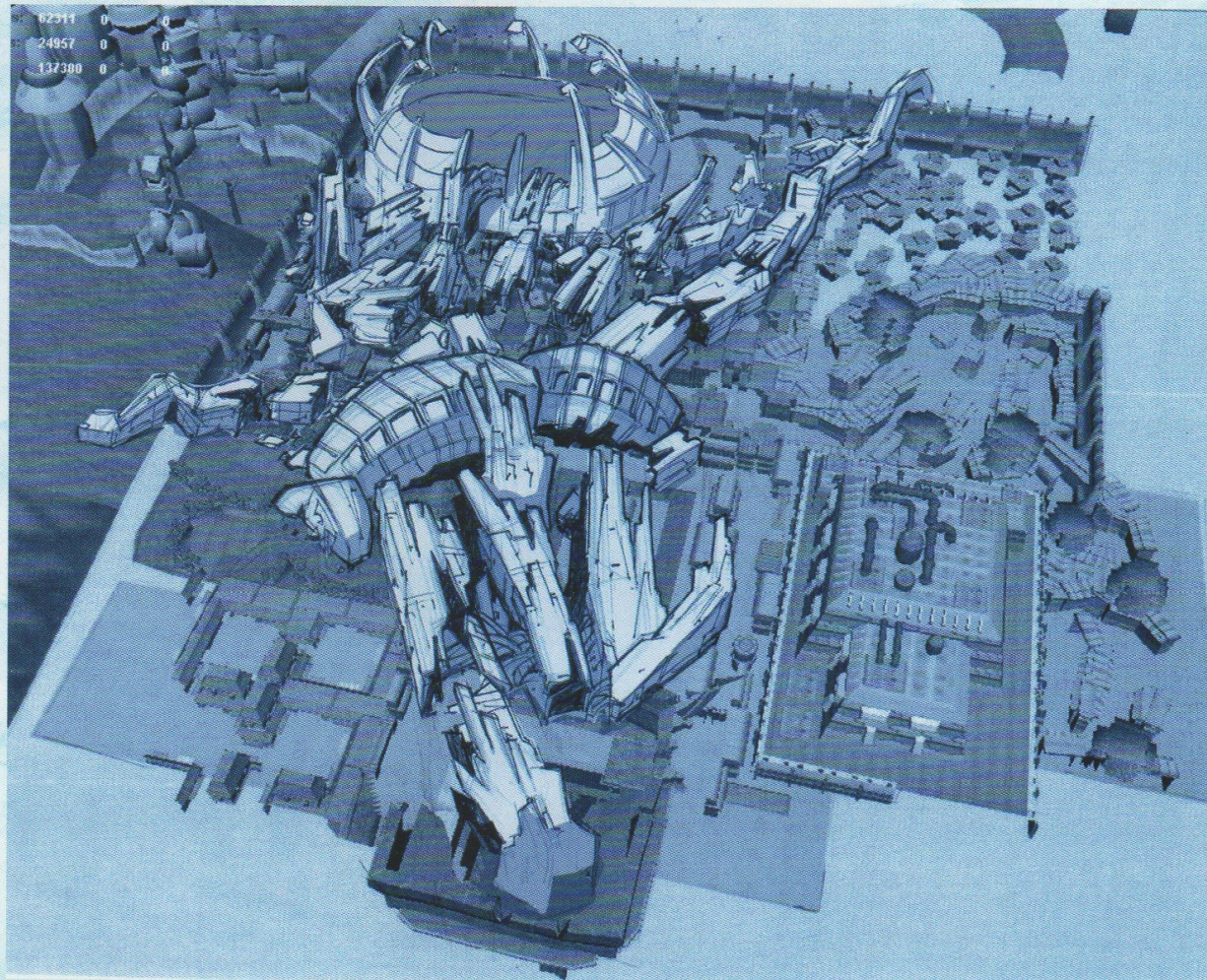


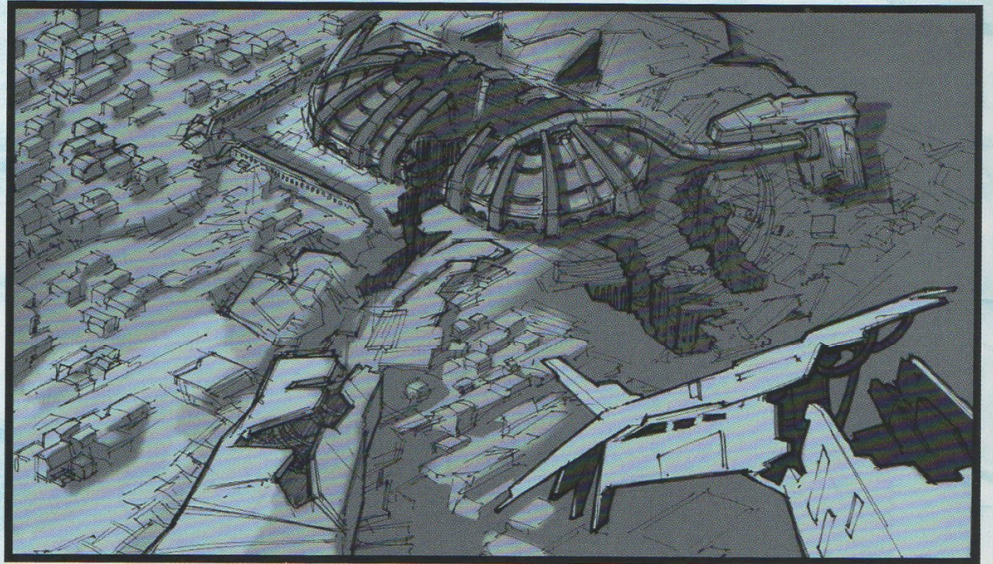
War Factory

>> reference
images

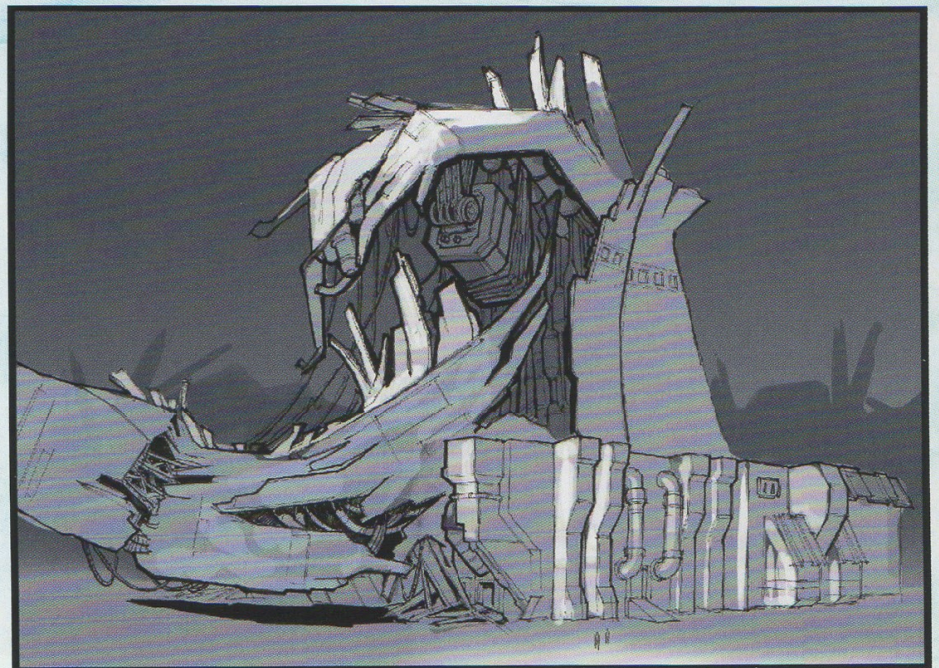


Rubble City

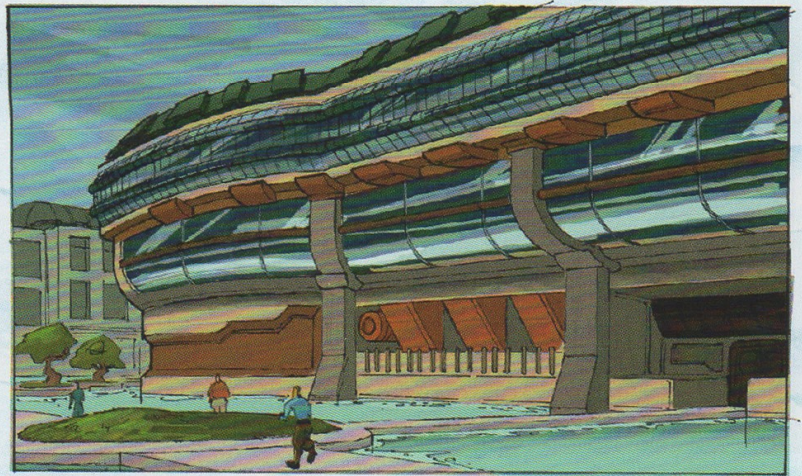
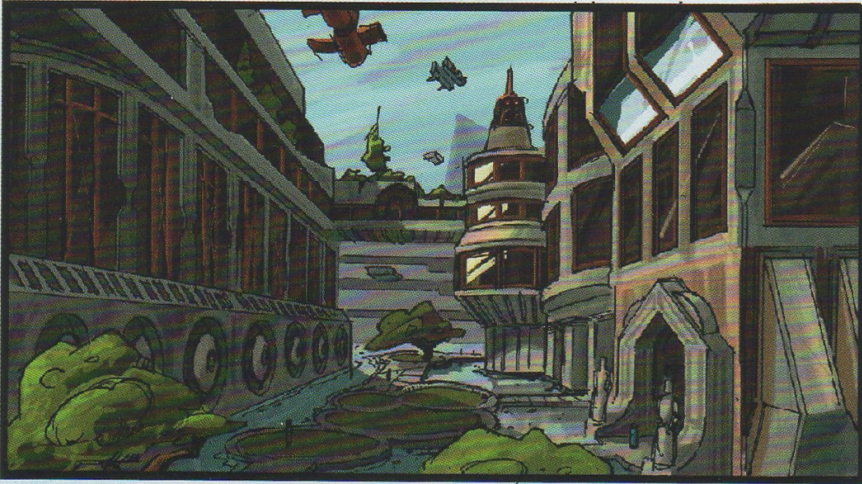




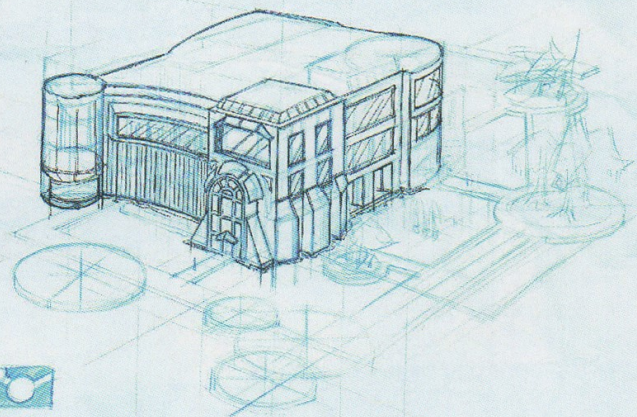
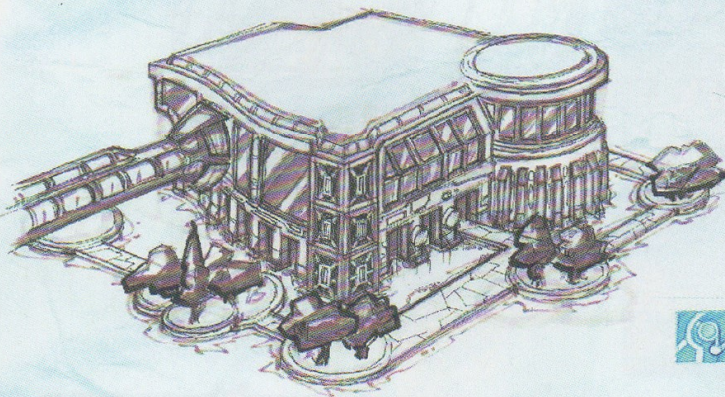
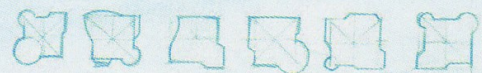
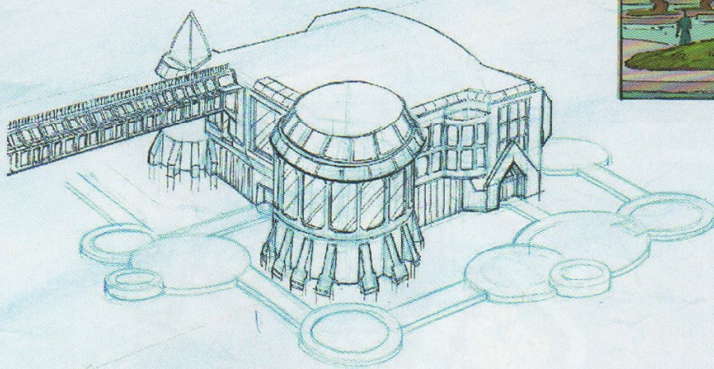
Collapsed City
Jack III



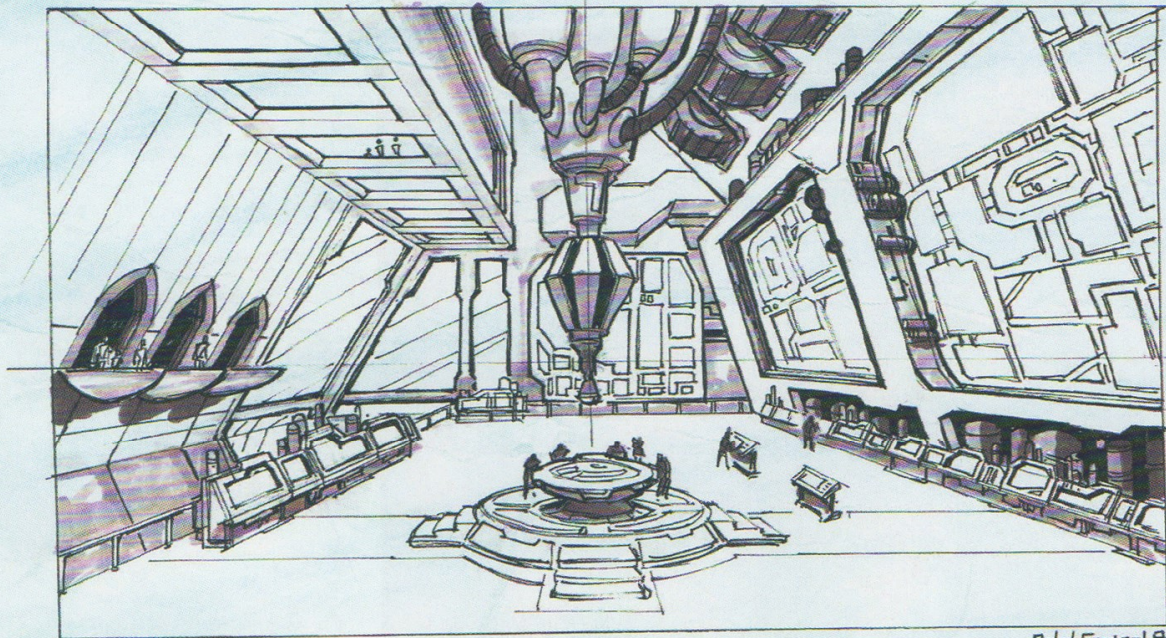
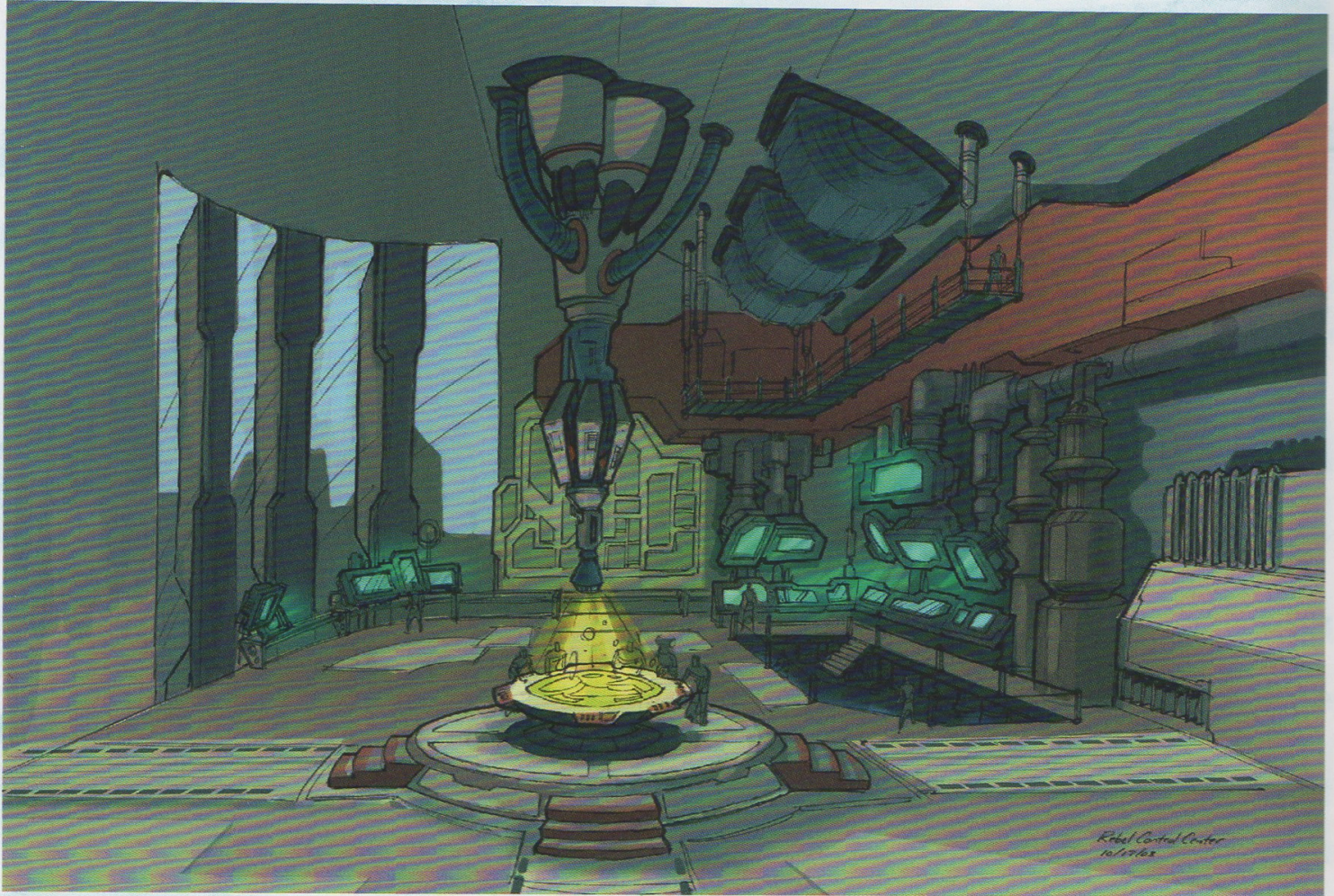
Renewed City



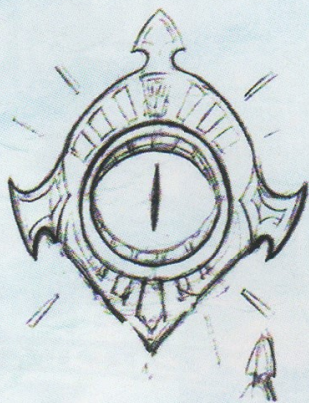
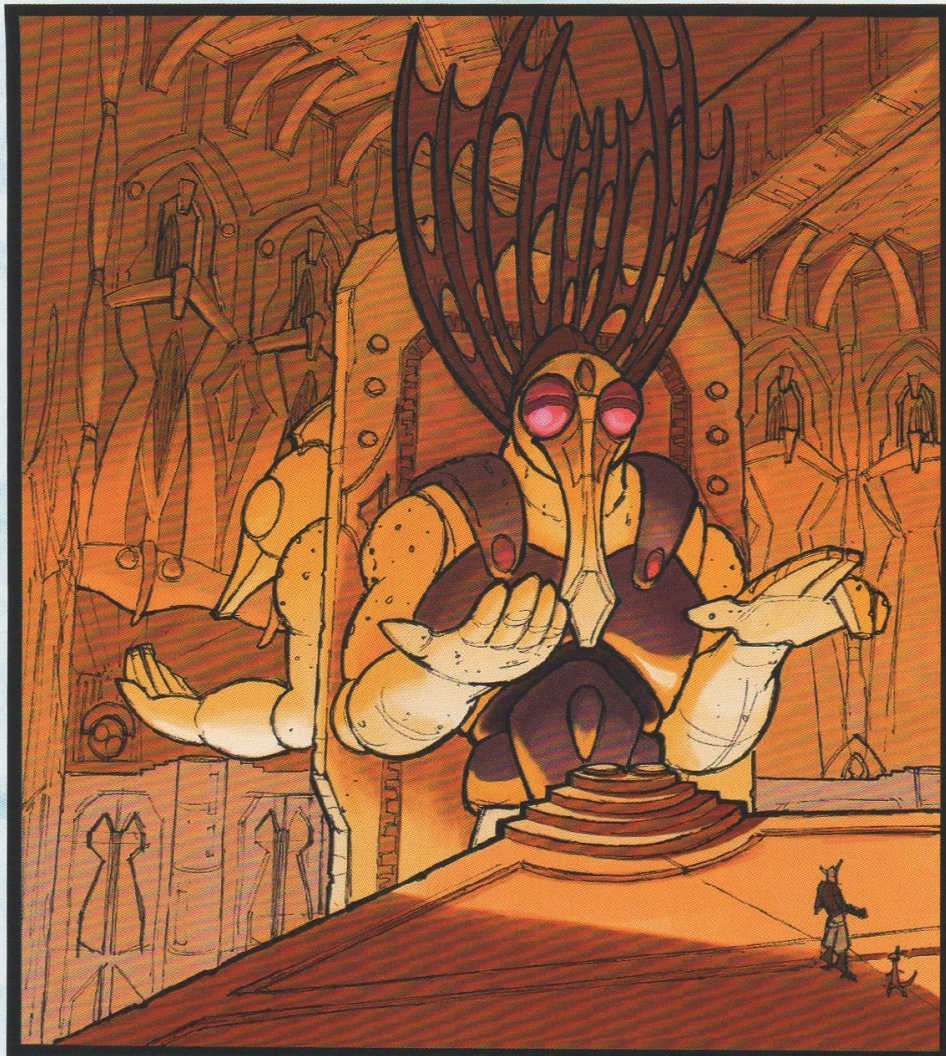
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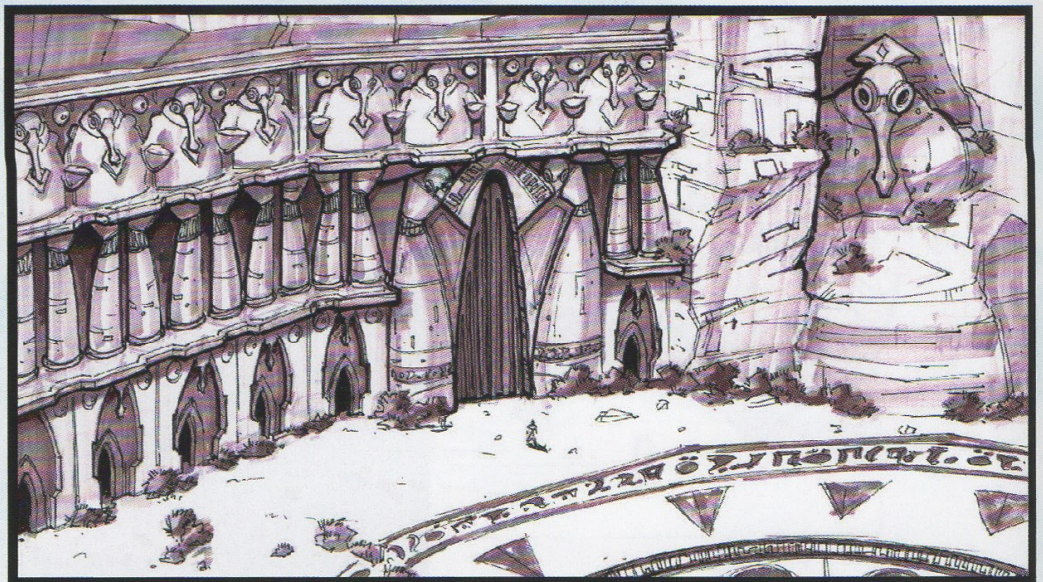
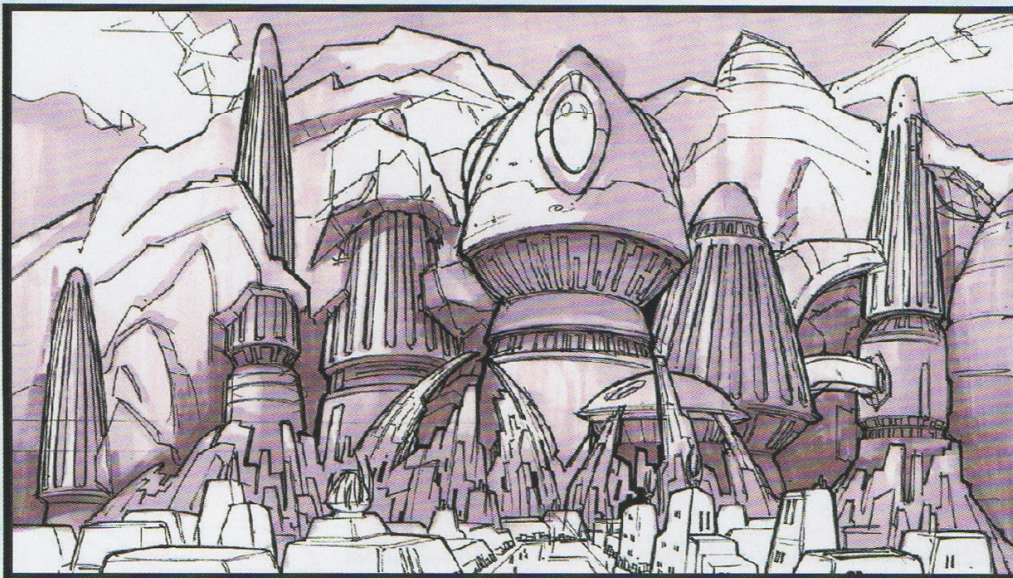
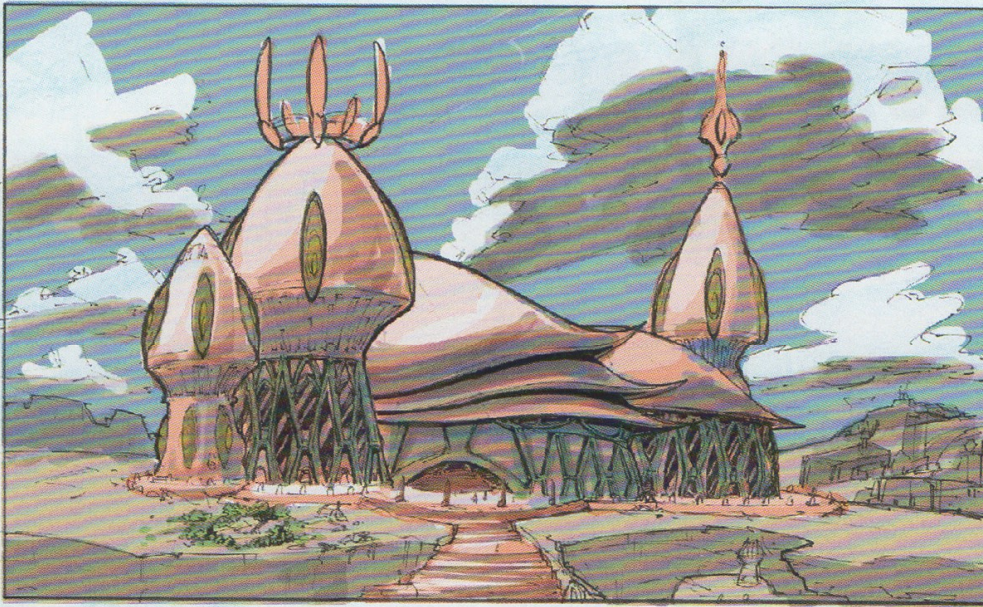


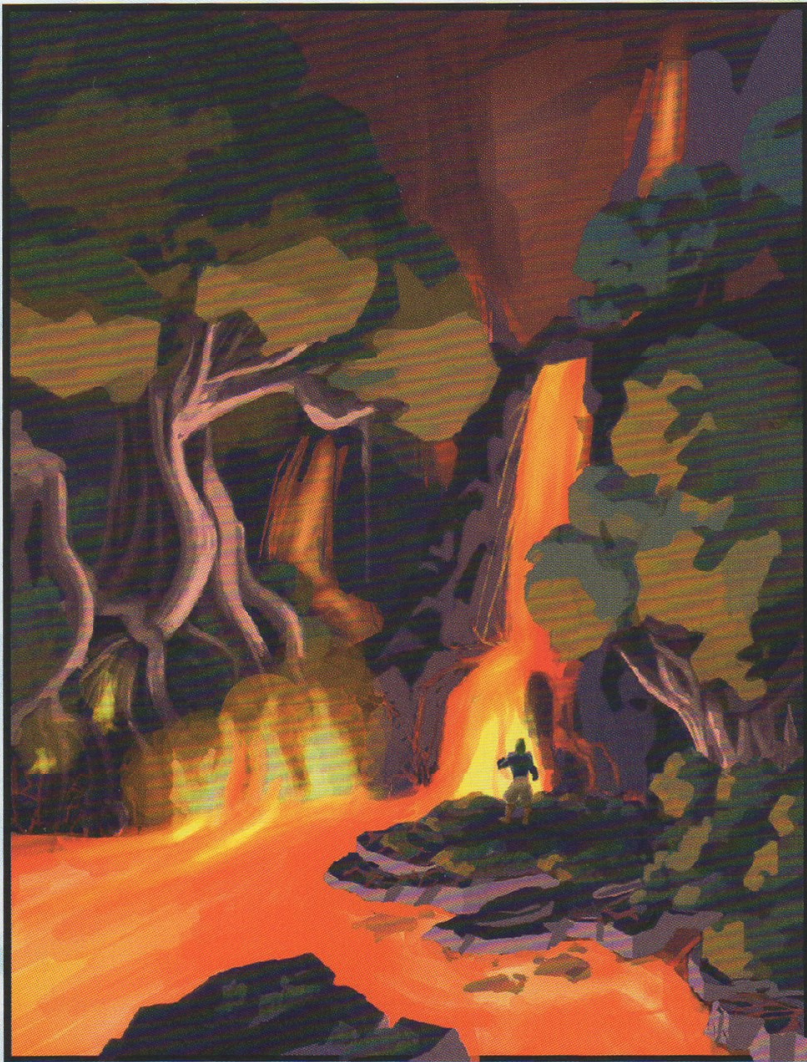
Freedom League HQ



Monk Temple







Volcano

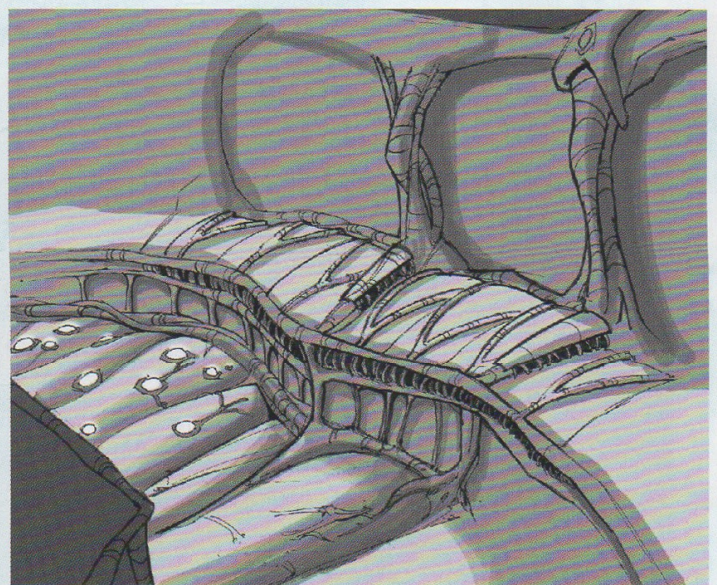
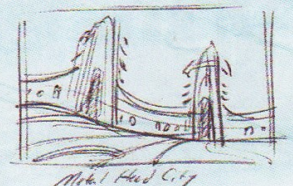
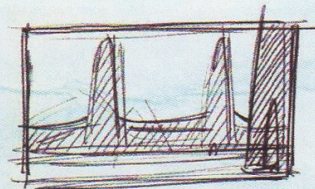
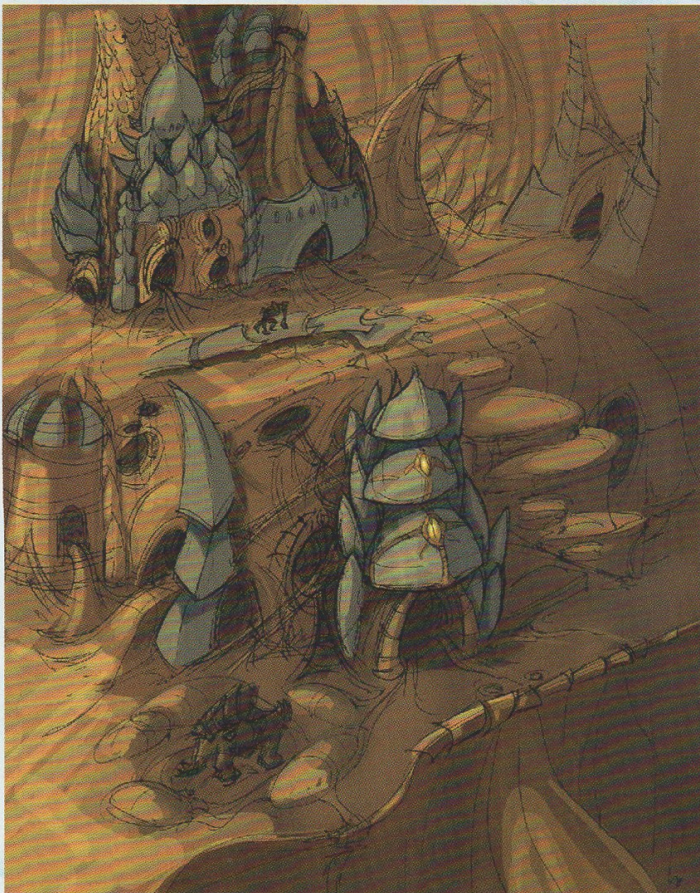
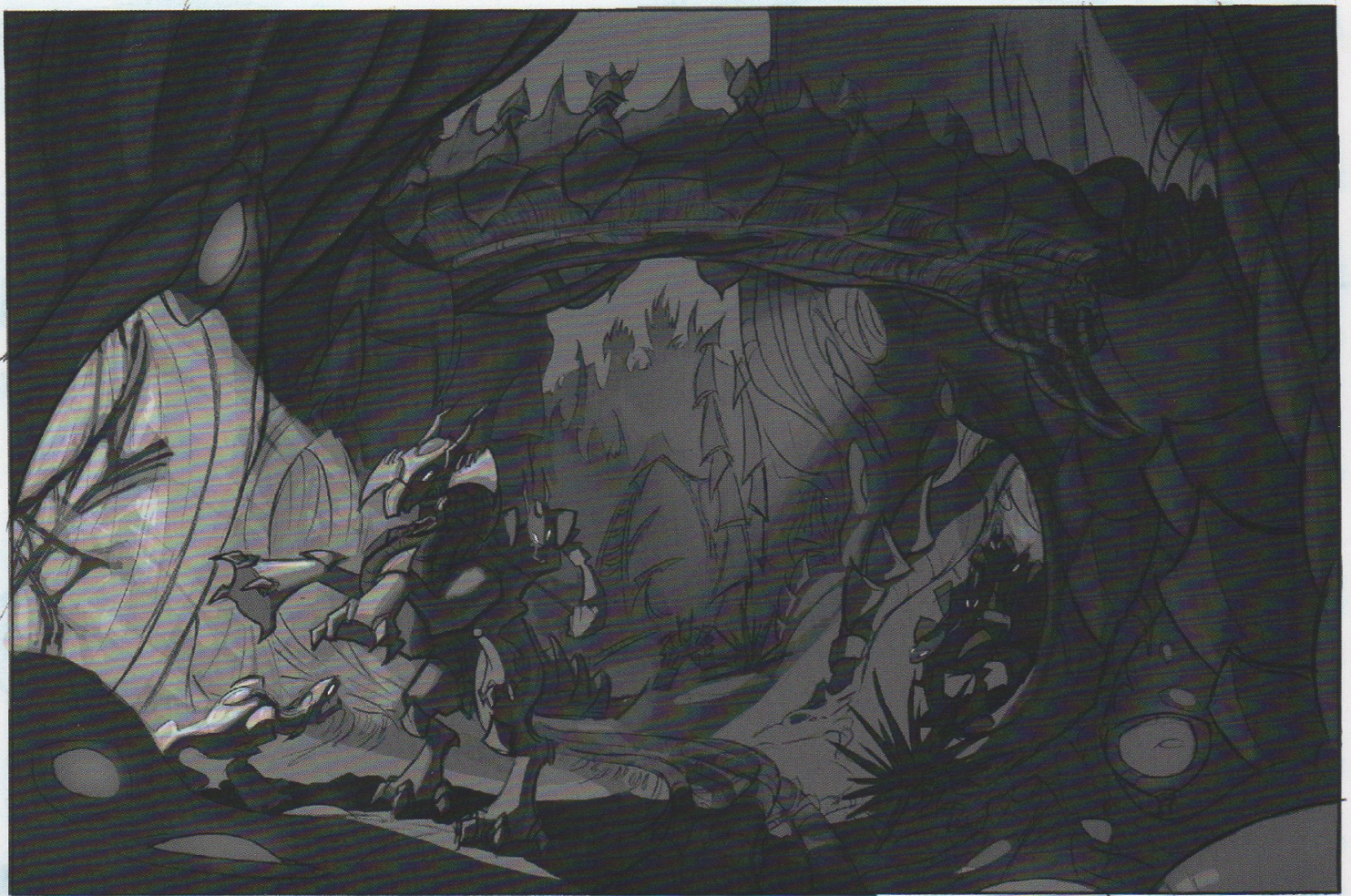


Metal Head City

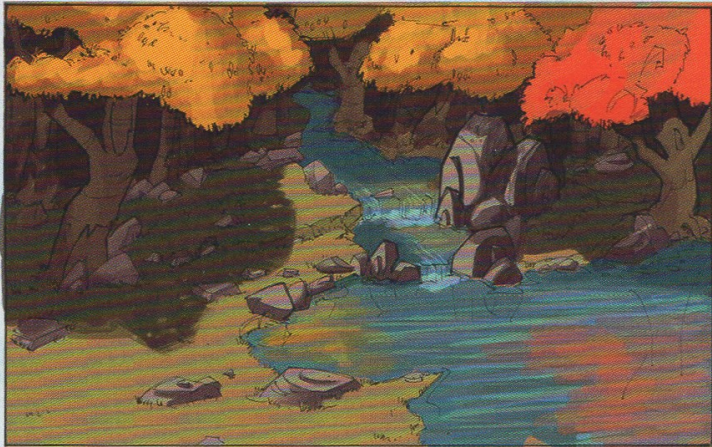
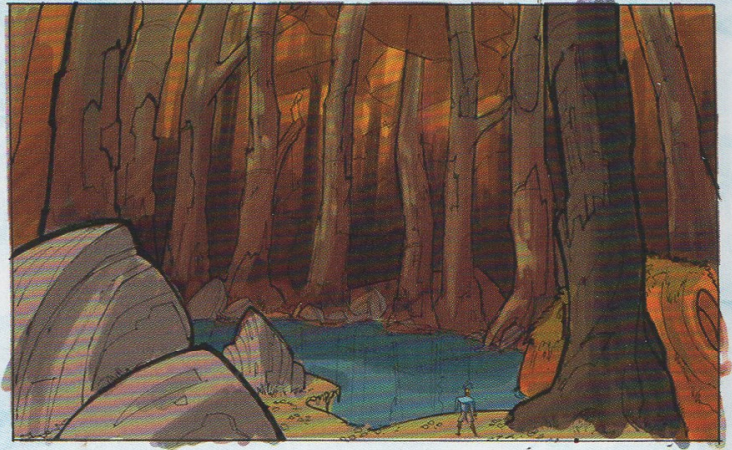
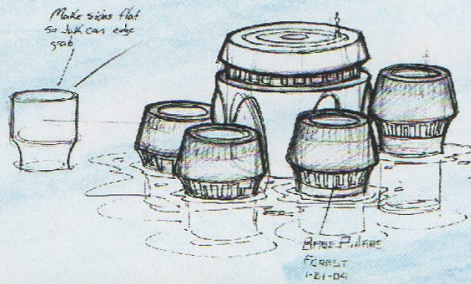


Metal Head City 7-4-03

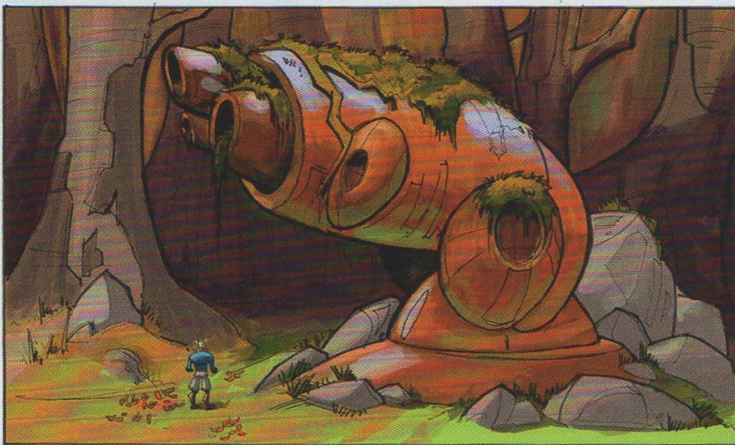
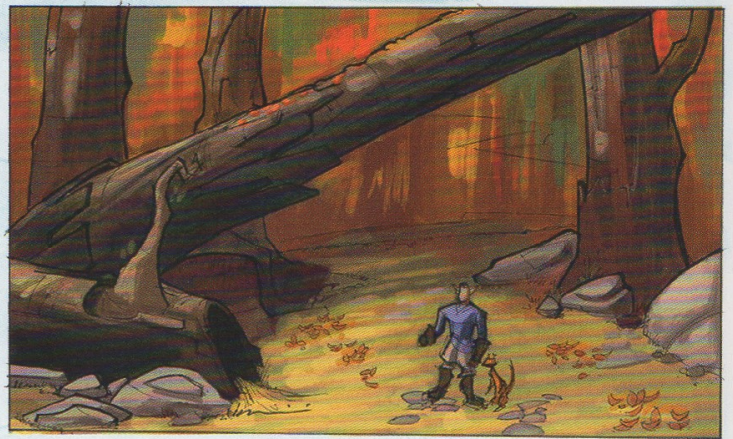




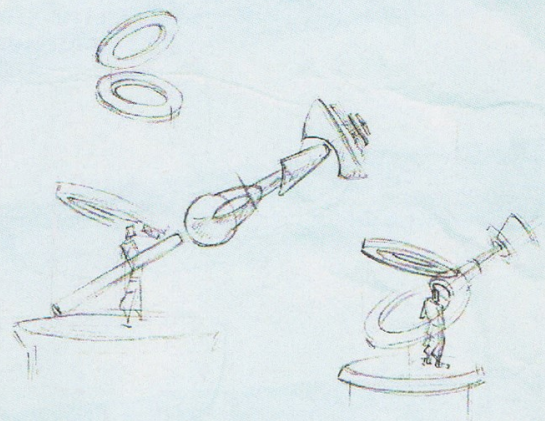
Forest



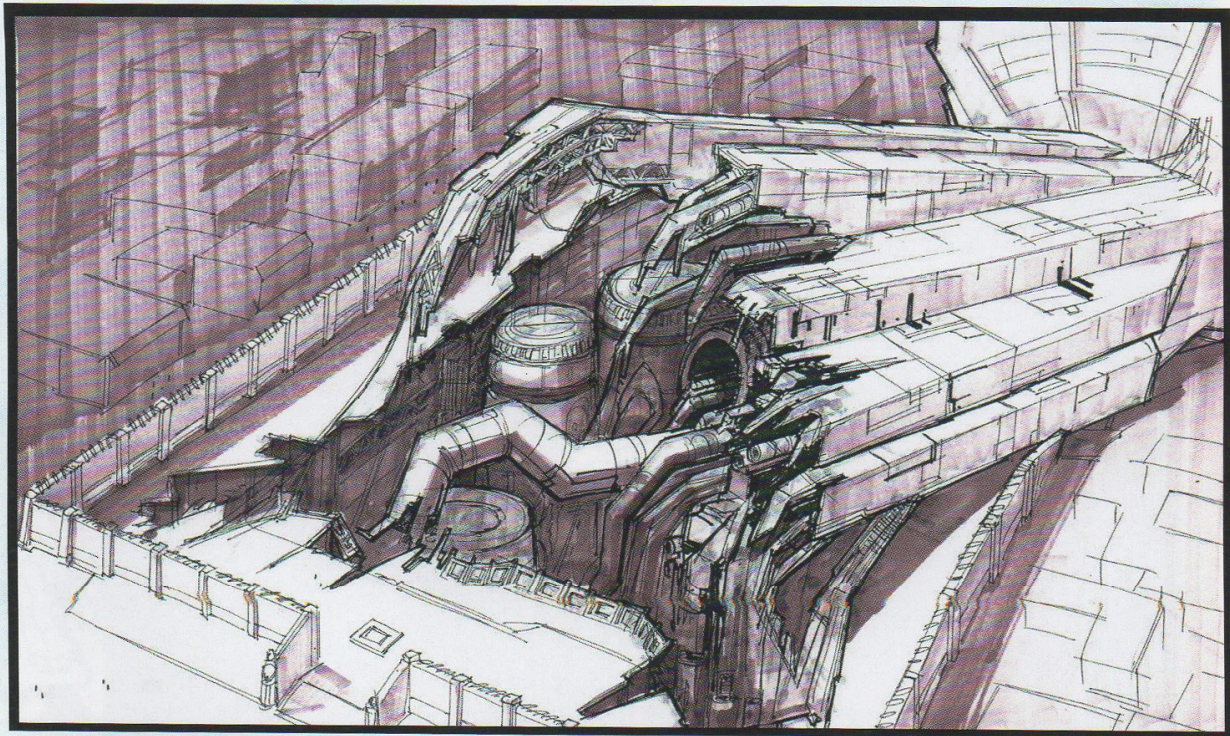
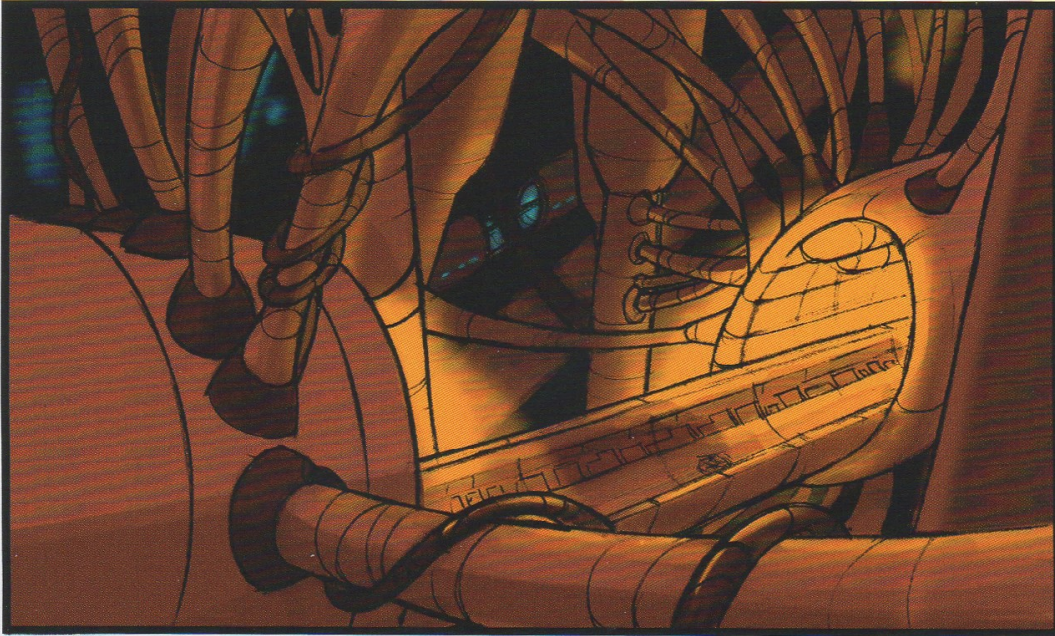
Dark Eco Plants

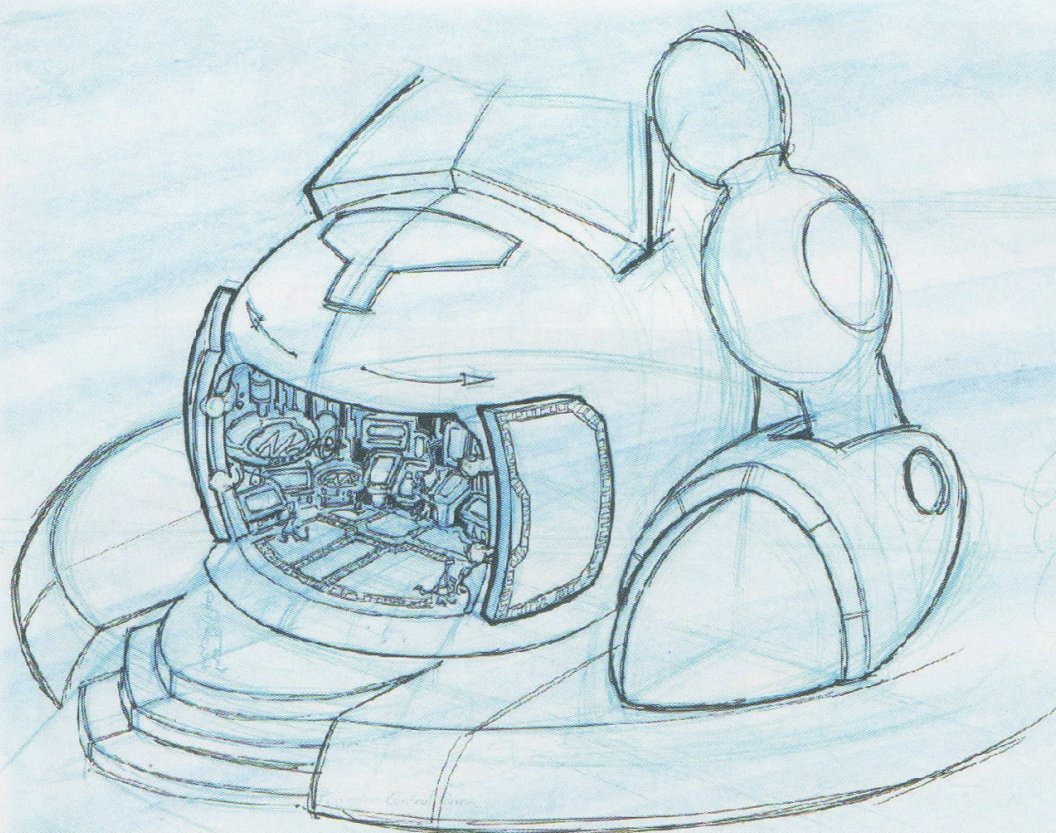


FOREST

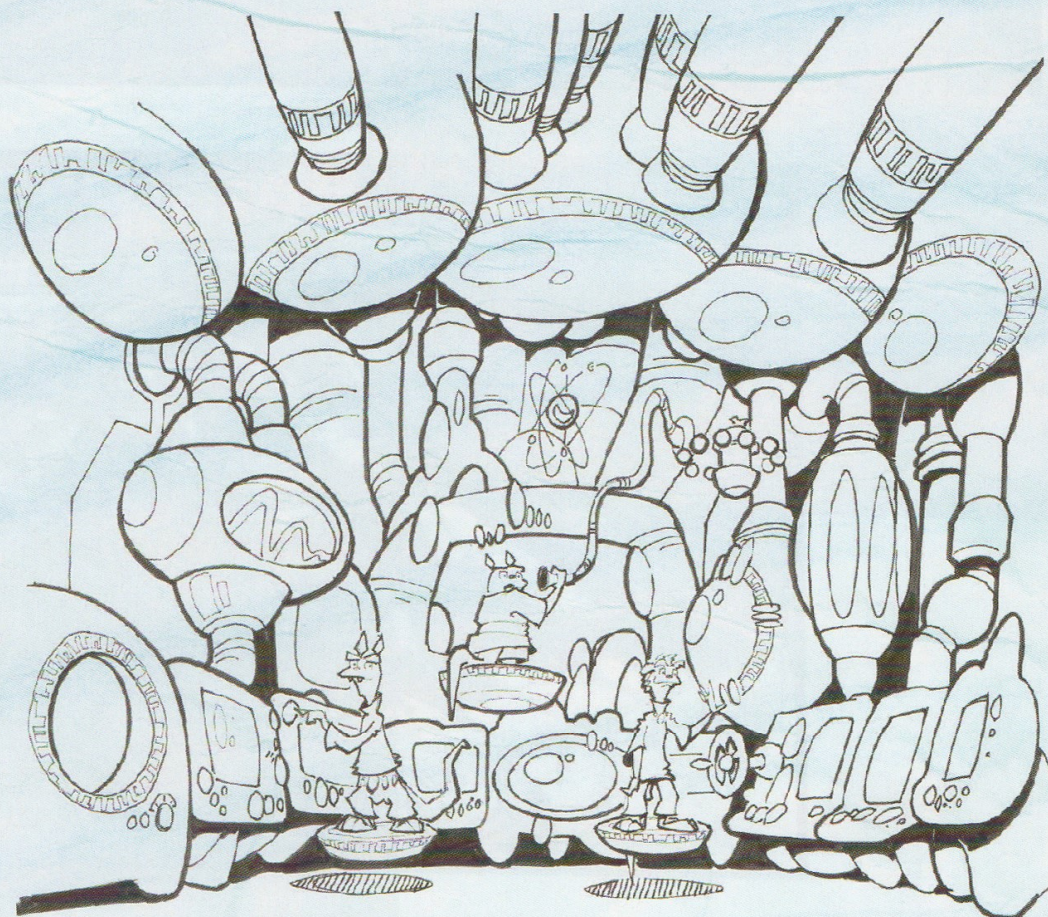


Precursor Catacombs



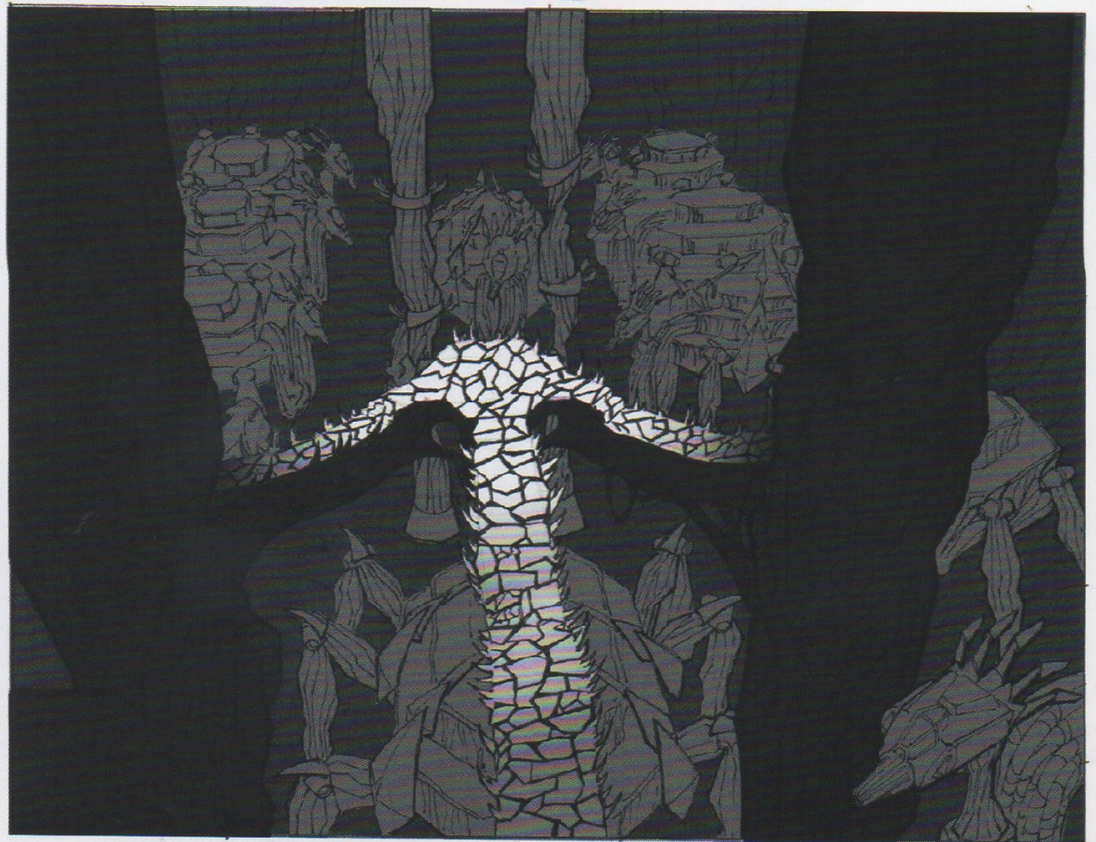
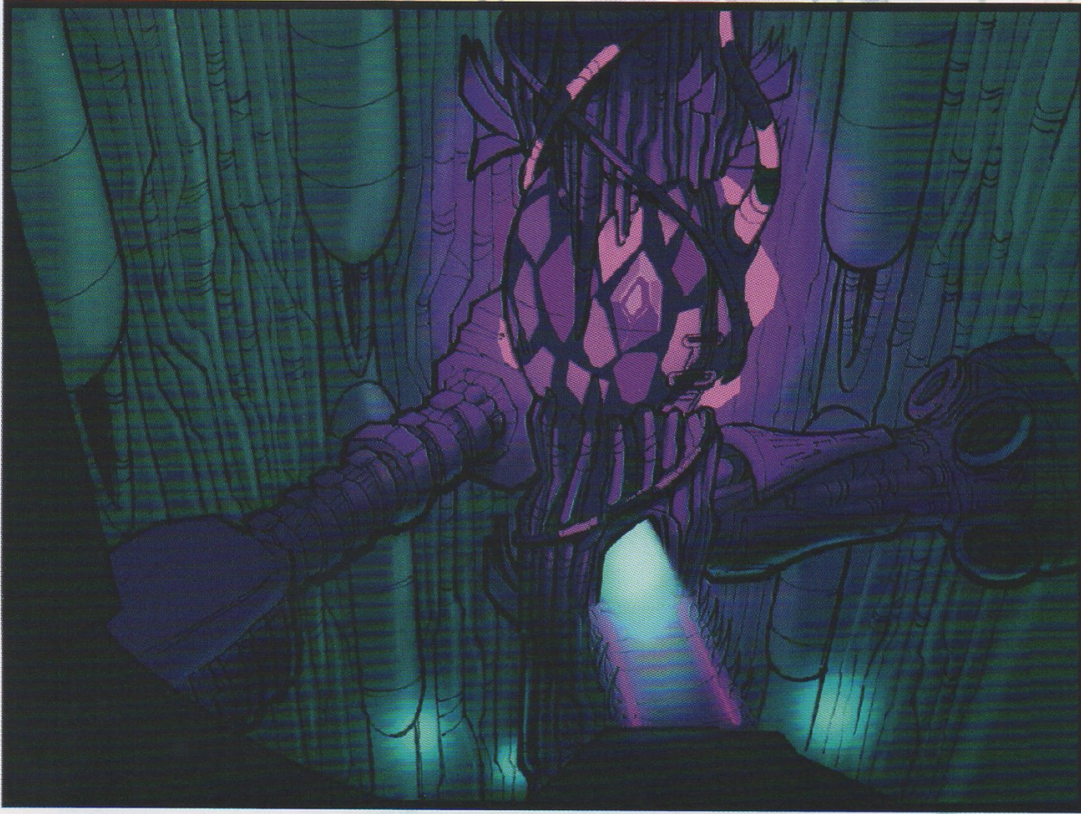


Precursor Control Room

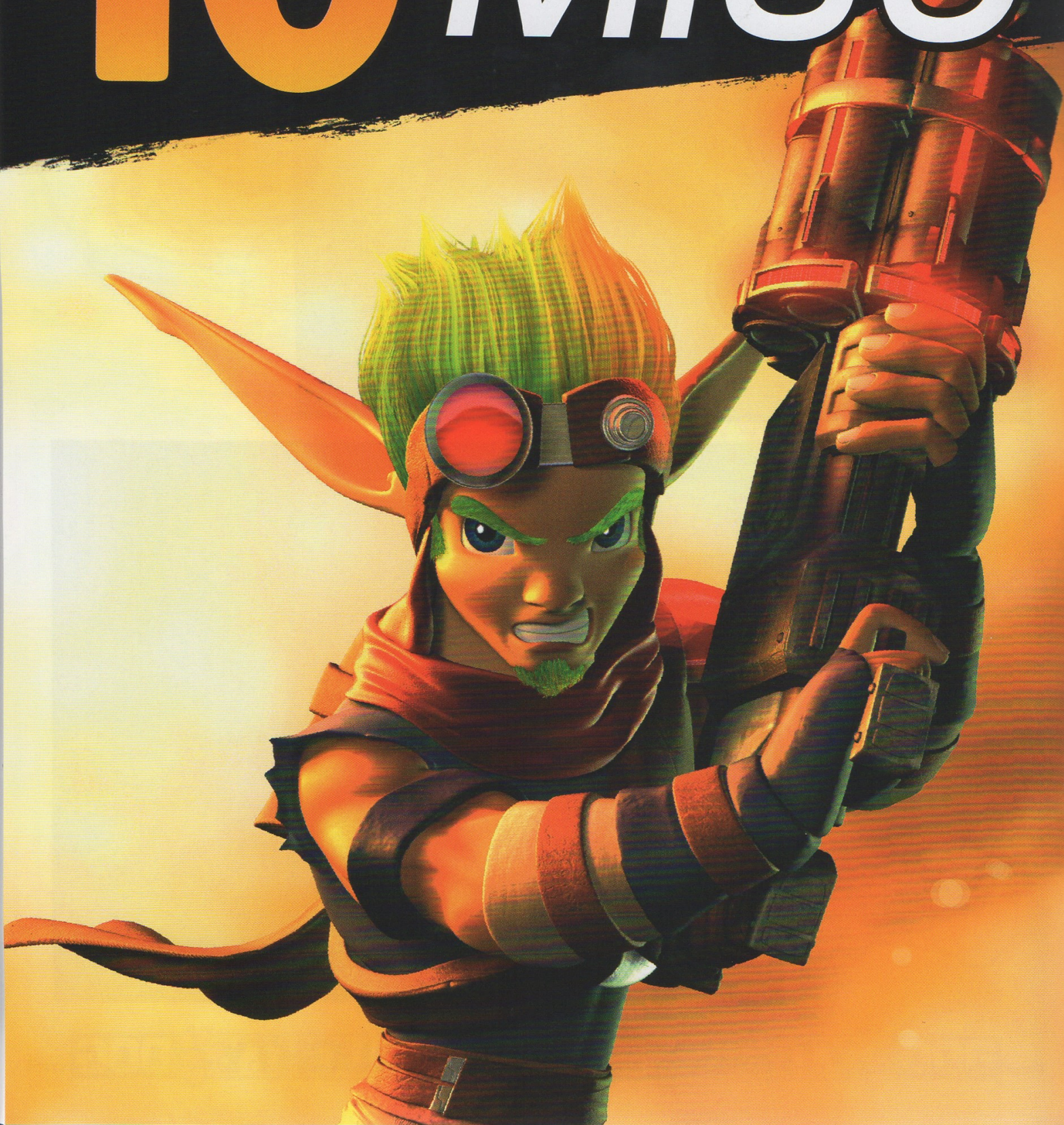


Precursor Control Room

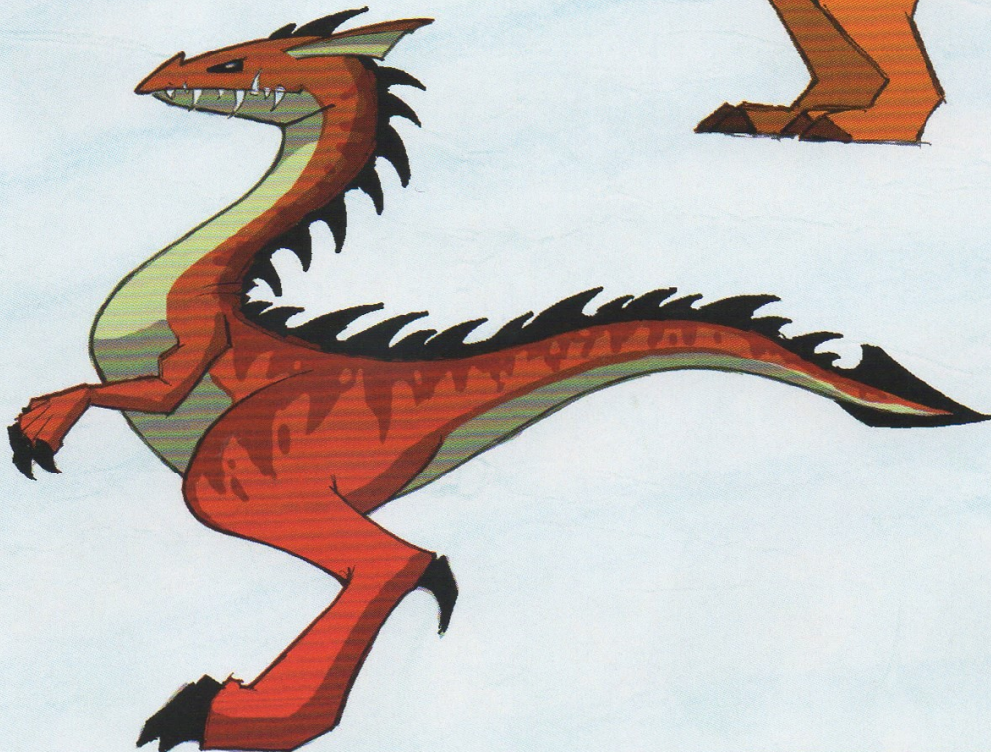
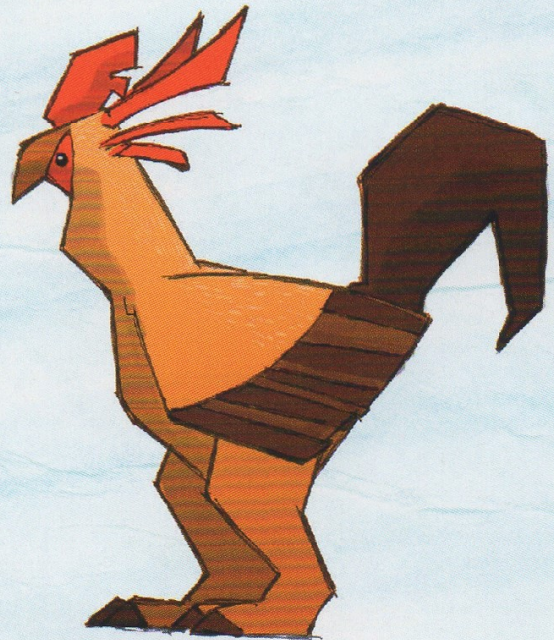
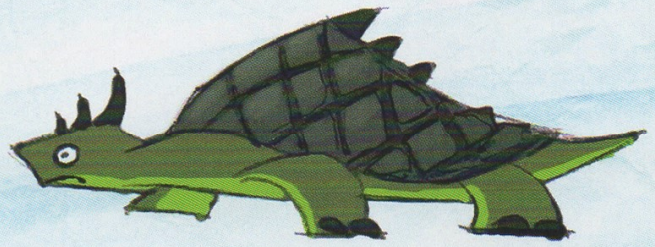
Dark Precursor Ship

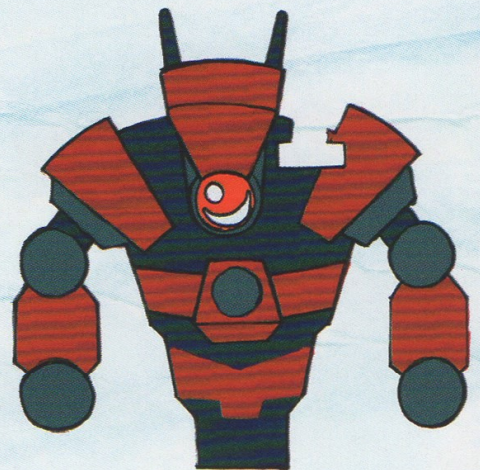
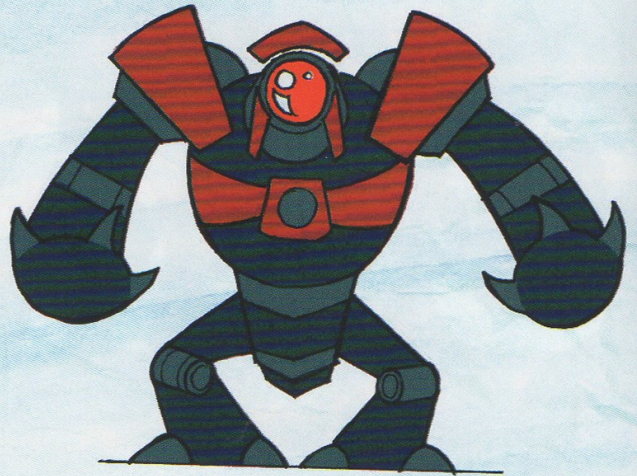
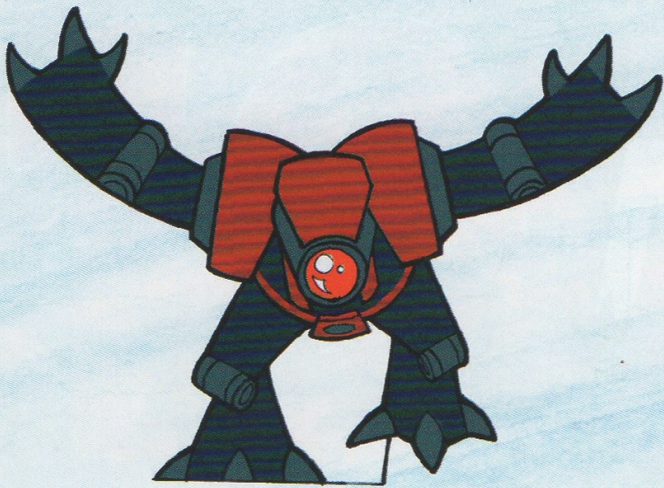


10 MISC



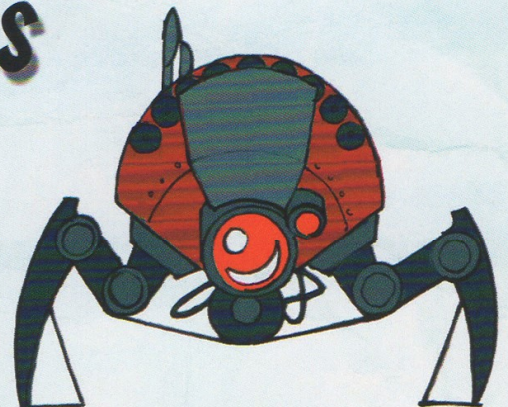
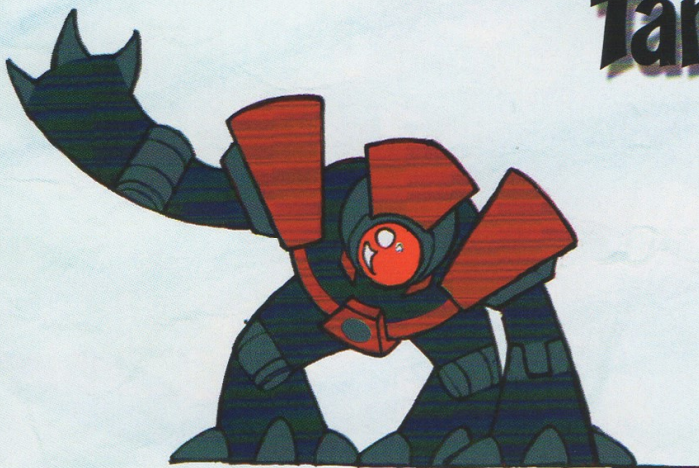
Wasteland Creatures





KG TARGET

Shooting Targets



KG Bomb Bot
JAK III

THANK YOU for reading this design bible and purchasing this collector's edition. We're incredibly honored to have been able to preserve these titles and the design material that spawned them. All of the content in this book was scanned in from Naughty Dog's original production binders and until now was never seen by the public!

Documents like these are not set up in a way meant for the public to enjoy, purchase, or consume – so you might have found yourself a bit confused at how it all looked. Rarely do major games have their design documents exposed to the degree of this project. I am incredibly appreciative of Naughty Dog for allowing us to put these out there. Being able to get these documents into the hands of scholars and historians who will be studying our medium in the future means the world to me. Documents like these are incredibly important and without preservation to this extent, are susceptible to being easily lost with time.

As some of the most beloved games on the PlayStation®2 system, the Jak and Daxter™ series certainly deserves historical preservation in every sense. Making these design bibles public means giving fans an inside look at the design of their favorite games and hopefully a further appreciation for the love and care that Naughty Dog put into them. I sincerely hope you've enjoyed this peek into the development of a classic.

I can not thank you enough for your support of projects like this. It means a lot to me to preserve the history of these great games and we couldn't have done it without you.

Josh Farhurst, CEO Limited Run Games



